

32-BIT FAMILY LOADER DESCRIPTION MANUAL



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A6-1	R10	2/76						
A6-2	R10	2/76						
A6-3	R10	2/76						
A7-1	R10	2/76						
A8-1	R12	1/77						
A8-2	R12	1/77						
A8-3	R12	1/77						
A8-4	R12	1/77						
A8-5	R12	1/77						
A8-6	R12	1/77						
A8-7	R12	1/77						
A8-8	R12	1/77						
A8-9	R12	1/77						
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32-BIT FAMILY LOADER DESCRIPTION MANUAL

1. INTRODUCTION

The primary purpose of this manual is to describe the features and operations of the OS/32 Library Loader (03-065) and the 32-bit Relocating Loader (03-067). In addition, various other loaders available on the 32-bit Family of Processors are described briefly for user orientation. Section 2 contains general information about loaders, and should be reviewed before reading other sections of the manual. Sections 3 and 4 describe the Relocating and OS/32 Library Loaders respectively.

2. GENERAL INFORMATION

2.1 Types of Loaders

The purpose of this section is to describe, to the INTERDATA user, the various loaders that are available on the 32-Bit Family of Processors, and to aid the user in selecting and using each loader program. There are four main classes of loaders.

1. 50 Sequence Loader - A memory resident loader that loads memory image data.
2. 32-Bit Relocating Loader - This is a stand-alone loader that loads object programs output by the INTERDATA 7/32 Assembler or Common Assembler (CAL), and does not require OS support.
3. OS Loaders - This class loads assembly language and FORTRAN programs under OS control.

TYPES:

OS/32-MT Resident Loader
OS/32-ST Resident Loader
OS/32-Library Loader
OS/32-MT Task Establisher

4. OS/32-Bulk Storage Bootstrap Loader - This program acts as a front-end loader for OS/32-ST and MT resident on a bulk storage device.

2.2 Loader Terminology

The following list is a glossary of terms used in this manual which describe the loader features and program characteristics.

ABSOLUTE PROGRAM	A program assembled to occupy fixed locations in memory.
RELOCATABLE PROGRAM	A program that can be loaded at a desired memory location specified at load time.
BIAS	The address specifying where a relocatable program is to be loaded.
LABEL	An eight character name that identifies a program.

32-BIT LOADER FORMAT	An encoding scheme which is used to represent object programs.
ZONED TAPE	A standard loader format tape that allows binary characters to be punched on the Teletype.
EXTRN	A symbolic reference to an external program or value linkable at load time.
ENTRY	A symbolic definition which allows reference by other programs to be resolved at load time.
COMMON	An area set aside by a loader at load time for reference by a number of programs.
UBOT	User Bottom of Core-UBOT is the first (lowest address) memory location available for loading user programs in an OS environment.
CTOP	Top of Core - The highest address of physical memory or user Task area.
BULK STORAGE	Disc, drum, magnetic tape or cassette.
IMPURE SEGMENT	A portion of a program declared at assembly time to be non-sharable between tasks.
PURE SEGMENT	A portion of a program declared at assembly time to be sharable (reentrant) between tasks (OS/32-MT)
IMPURE BIAS	Start location of the impure segment.
PURE BIAS	Start location of the pure segment.

2.3 Object Program Formats

INTERDATA 32-bit programs are normally supplied as binary object in various formats. These formats and the corresponding part number suffix are:

M11	32-Bit Loader Format Paper Tape
M21	32-Bit Loader Format Cassette
M31	32-Bit Loader Format Magnetic Tape
M51	32-Bit Loader Format Disc
M14	8-Bit Memory Image Paper Tape
M24	8-Bit Memory Image Cassette
M34	8-Bit Memory Image Magnetic Tape

Types M11, M21, M31 and M51 are INTERDATA 32-Bit Standard loader format as described in Appendix 6. INTERDATA 32-BIT LOADER FORMAT.

The 8-Bit Image tapes are loaded by using the 50 Sequence loader adjusted to read the correct amount of data. Normally, the 50 Sequence is modified for this purpose by changing the upper limit to the appropriate value. This tape format is used only for certain test tapes, such as the Processor Test and the 32-Bit REL Loader which cannot assume the presence of another loader program in memory.

2.4 Summary of User Program Loaders

All 32-Bit loader format tapes must be loaded by one of the following loaders.

32-Bit REL Loader	03-067
OS/32 Library Loader	03-065
OS/32-ST Resident Loader	03-075
OS/32-MT Task Establisher Task	03-077

Refer to Appendix 6 for a complete definition of the loader format. All of the above loaders load either zoned or non-zoned tapes.

Zoned tapes use only 4 bits of each tape frame for data with the other 4 bits assigned a "zone" code to make the entire frame a non-printing ASCII code. This format is used to punch tapes on an ASR Teletype tape punch; all INTERDATA programs produce this format when punched on a Teletype device. The non-zoned tapes use all 8-bits of each tape frame for data; therefore, these tapes are half as long as zoned tapes for an identical program.

Non-zoned paper tapes use an X'F0' as the first character of each record, enabling the loaders to identify the two formats. OS programs such as the Common Assembler (CAL) produce non-zoned tapes when punching to a High Speed Paper Tape Punch. This tape format results in less punching time, shorter tapes, and faster loading than with zoned tapes.

Each of these loaders provides a varying degree of loading capability. A brief description, in ascending order, follows:

32-BIT RELOCATING LOADER

Loads absolute or impure relocatable programs. No external symbolic referencing is allowed. This loader is mainly used to load Operating Systems or other stand-alone software, such as test programs.

OS/32-ST RESIDENT LOADER

Same features as the Relocating loaders except programs are loaded for execution under the OS. Pure relocatable segments are handled by this loader. For details on features and operation, see the OS/32-ST Programmer's Reference Manual, 29-380.

OS/32 LIBRARY LOADER

Includes features of the OS/32-ST resident loader and also resolves symbolic references/definition linkage (EXTRN/ENTRY) and processes program labels. Allows selective Editing of program libraries, building of load modules and overlays, and handling of common.

OS/32-MT TASK ESTABLISHER (TET/32)

Includes most of the features of the OS Library Loader but is specifically designed to establish tasks for OS/32-MT. The established tasks produced by TET/32 may be loaded only by the OS/32-MT Resident loader. For details on features and operation, see the OS/32-MT Programmer's Reference Manual, Publication Number 29-390.

Table 1 is a summary of loaders and their features.

TABLE 1. SUMMARY OF LOADER FEATURES

	32-Bit REL Loader	OS/32 Library Loader	OS/32-ST Resident Loader	OS/32-MT Resident Loader	OS/32-MT Task Establisher Task
ABS Programs	Yes	Yes	Yes	Yes	Yes
Impure REL Programs	Yes	Yes	Yes	Yes	Yes
Pure REL Programs	No	Yes	Yes	Yes	Yes
Program Labels	Ignored	Legal	Ignored	Ignored	Legal
ENTRYs	Ignored	Legal	Ignored	Ignored	Legal
EXTRNs	Illegal	Legal	Illegal	Illegal	Legal
Common Usage	Illegal	Legal	Illegal	Illegal	Legal
Error Handling	Halts	Typed Out	Typed Out	Typed Out	Typed Out
OUT Mode	No	Yes	No	No	Yes
MAP Facility	No	Yes	No	No	Yes
Library Handling	No	Yes	No	No	Yes
Library Building	No	Yes	No	No	Yes
Overlay Building	No	Yes	No	No	Yes
Automatic Post- Load Transfer	Yes	No	No	Yes	No
OS/32-MT Task Building	No	No	No	No	Yes
System Requirements	≈ 1.2KB	≈ 5KB+OS/32 -ST or OS/32-MT	OS/32-ST	OS 32-MT	≈ 16KB+OS/32-ST or OS/32-MT

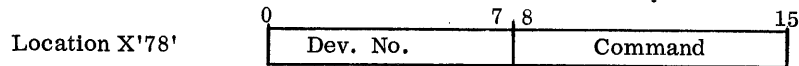
3. THE 32-BIT RELOCATING LOADER (03-067)

3.1 Features

The REL Loader contains drivers for Teletype, High Speed Paper Tape Reader, Intertape (Cassette) and Magnetic Tape devices. The following sections describe its features.

1. The input device for loading is defined by the Binary Input Device in the Device Definition Table in low memory. A device number of X'n2' is interpreted as a TTY, X'n3' as a High Speed Paper Tape device, and X'n5' as a Magnetic Tape or Cassette device.

This halfword for various devices is shown below:



Examples: Teletype	0294
High Speed Paper Tape Reader	0399
High Speed Reader/Punch	1399
Magnetic Tape	85A1
Intertape (Cassette)	45A1

2. When reading binary data from Paper Tape, leader and illegal characters are skipped. Formats are discussed in Appendix 6.
3. Checksums and sequence numbers are checked after each binary record is read. Appropriate error halts occur when errors are detected.
4. The REL Loader is provided in relocatable bootstrap form. When loaded by the 50 Sequence the REL Loader is placed into the top of available memory (CTOP-X'500'). If more than 256KB is on the system, the loader will reside at X'3FB00'. Once the Loader is in the top of memory, any program can then be loaded to any other point in memory.
5. The first location (ORG) of the REL Loader is the starting location.
6. In the REL loader, Display Panel Indicators 0-15 are used to identify the meaning of loader halts. The light patterns used are:

0000	normal end
0001	checksum, parity error, or device unavailable
0002	sequence error
0003	attempt to load over loader
0004	reference-definition loop
FFNN	Illegal loader item encountered (NN = improper loader item)

Parity errors detected while reading from Magnetic Tape or Cassette cause the REL loader to backspace and retry the operation five times. After the fifth attempt, the record is backspaced and a checksum/parity error pattern is displayed on the Display Panel. Depression of the RUN switch causes the record to be re-read. There is no provision for bypassing a record with a parity error. If the device is unavailable (off-line), the checksum/parity error pattern is also displayed.

7. The REL loader has the capability of selectively loading programs from magnetic tape and cassette libraries. Programs (separated by file marks) are specified by entering into the low order 8 bits of the data register of the Display Panel the number of file marks to be skipped by the Loader. When started, the REL Loader reads the Display Panel, skips the specified number of file marks, and begins loading immediately. Care should be taken to avoid inadvertant skipping. When loading from Paper Tape devices, the Display Panel is ignored. File skipping is not provided with Magnetic Tape and Cassette when the system is configured with Turn Key Panel.
8. The Loaders transfer immediately to the program loaded, if a transfer address is on the object medium.

When the REL Loader is executed at its starting address (ORG), the bias value is set to X'A00'. This bias value is used during program loading to adjust any relocatable data values. Note that absolute programs are stored at the absolute location specified for the data. Relocatable programs are stored from the location indicated by bias upward into memory. After a program has been loaded, the bias value is adjusted to point to the next available location. To indicate that the load is complete, the Loader halts (if no transfer address is present) with the Wait light ON, and with 0000 contained in the Display Register. At this time, the adjusted bias value is held in Supervisor Register 0. (This register may be displayed on the panel.) The Loader automatically starts the loaded program if a transfer address was specified.

If more programs are to be loaded, place the next Paper Tape in the reader or set the Display Panel for Magnetic Tape or Cassette skipping, and depress RUN. This procedure starts the Loader executing at ORG +36, which is the continue location. The continue operation uses the current value of bias rounded up to a double word boundary, and does not reset it to X'A00'. Multiple relocatable programs are thus loaded one after another into adjacent areas of memory.

If it is desired to load a relocatable program other than at X'A00' in memory, it is necessary to redefine the bias value. To adjust the bias pointer, use the following procedure.

1. Change the fullword at ORG + 8 in the Loader to the desired bias value. The value contained in the fullword at ORG + 8 is rounded up to a double word boundary before loading begins.
2. Start the Loader executing at ORG + 6, rather than the normal start or continue location.

Note that the value of ORG + 8 remains until changed to a new value. The Loader can always be restarted at ORG + 6 which resets the bias to the value contained in ORG + 8.

Forward Reference Definitions

Load Modules output by the OS Library Loader involve forward references to symbols which are defined later in the program. The Loader uses a chaining procedure for satisfying any forward references at the time the symbol definition is encountered.

3.2 Operation

The steps required to load and operate the REL Loader are:

1. Manually enter the 50 Sequence into memory if it is not already there. Specify the device to be used for loading at location X'78', the Binary Input Device definition. See Appendix 3 for a listing of the 50 Sequence.
2. Place the REL Loader Tape or Cassette in the input device. Magnetic Tape and Cassette should be in the 'LOAD' position (LOAD POINT).
3. Initialize the Processor.
4. Execute at Location X'50'.
5. If an ASR 33 Teletype is being used as the input device, it is necessary to toggle the reader switch to START, which starts the tape moving. If an ASR 35 Teletype is in use, the Mode switch should be put in the KT position and the reader switch should be put in the RUN position to start the tape. If a High Speed Paper Tape Reader, Magnetic Tape, or Intertape Cassette is in use, the tape starts under program control.

6. If no input errors occur, the entire tape is read to the end, at which time the Processor halts with the Wait light ON, and 0000 contained in the Display Register.
7. Ready the program to be loaded on the input device. If the program to be loaded is relocatable and a specific bias value is required, enter the bias value into ORG + 8 and set the starting address to ORG + 6. If the program is absolute or if the current bias value is satisfactory, set the starting address to ORG and Depress RUN. If the program to be loaded is on Magnetic Tape or Cassette, place the number of file marks (hexadecimal) to be skipped into the low order byte of the data register of the Display Panel before depressing RUN. After the specified file marks have been skipped, the loader begins loading immediately without halting. If the user does not want to skip file marks, and loading is being done from Magnetic Tape or Cassette, the data register on the display panel must be cleared by depressing DTA, before RUN is depressed.
8. If improper control items are detected during the load, the tape stops, and the Processor halts with the Wait light ON and FFNN contained in the Display Register, where NN is the bad control item. When this occurs, it must be determined if the right loader is being used. That is, if the Object Tape involves EXTRNs or Common blocks, the OS Library Loader should be used. If appropriate, depress RUN to skip the improper data and proceed with the load.
9. If checksum errors are detected during the load, the tape stops and the Processor halts with the Wait light ON and 0001 contained in the Display Register. Reposition the tape to the start of the last record read, and depress RUN to reread the record. If parity errors occur with Magnetic Tape or Cassette, the record is automatically backspaced for re-trying.
10. When the load is complete, the tape stops. If no transfer address is specified on the tape, the Processor halts with the Wait light ON and 0000 contained in the Display Register. If a transfer address is specified, the Relocating Loader transfers directly to the location specified.
11. If more programs are to be loaded, return to Step 7 and repeat the process. This loading process is summarized in Figure 1.

3.3 REL Loader Bootstrapping

The Relocating Loader is provided in a Relocating Bootstrap form. When the tape is loaded using the 50 Sequence, the following events take place:

1. The 50 Sequence reads the Loader into memory.
2. The top of memory is then determined with a non-destructive search and the REL Loader is relocated a fixed distance (X'500') from the top of core or X'40000' whichever is less.
3. The Processor halts at ORG with the Wait light ON.

This sequence requires that the proper 50 Sequence be used, including the Binary Input Device Definition in X'78'. The 50 Sequence is shown in Appendix 3. When loading the REL Loader, memory from X'80'-X'CF' and X'1000'-X'1400' is used. Any programs in this area of memory are overwritten.

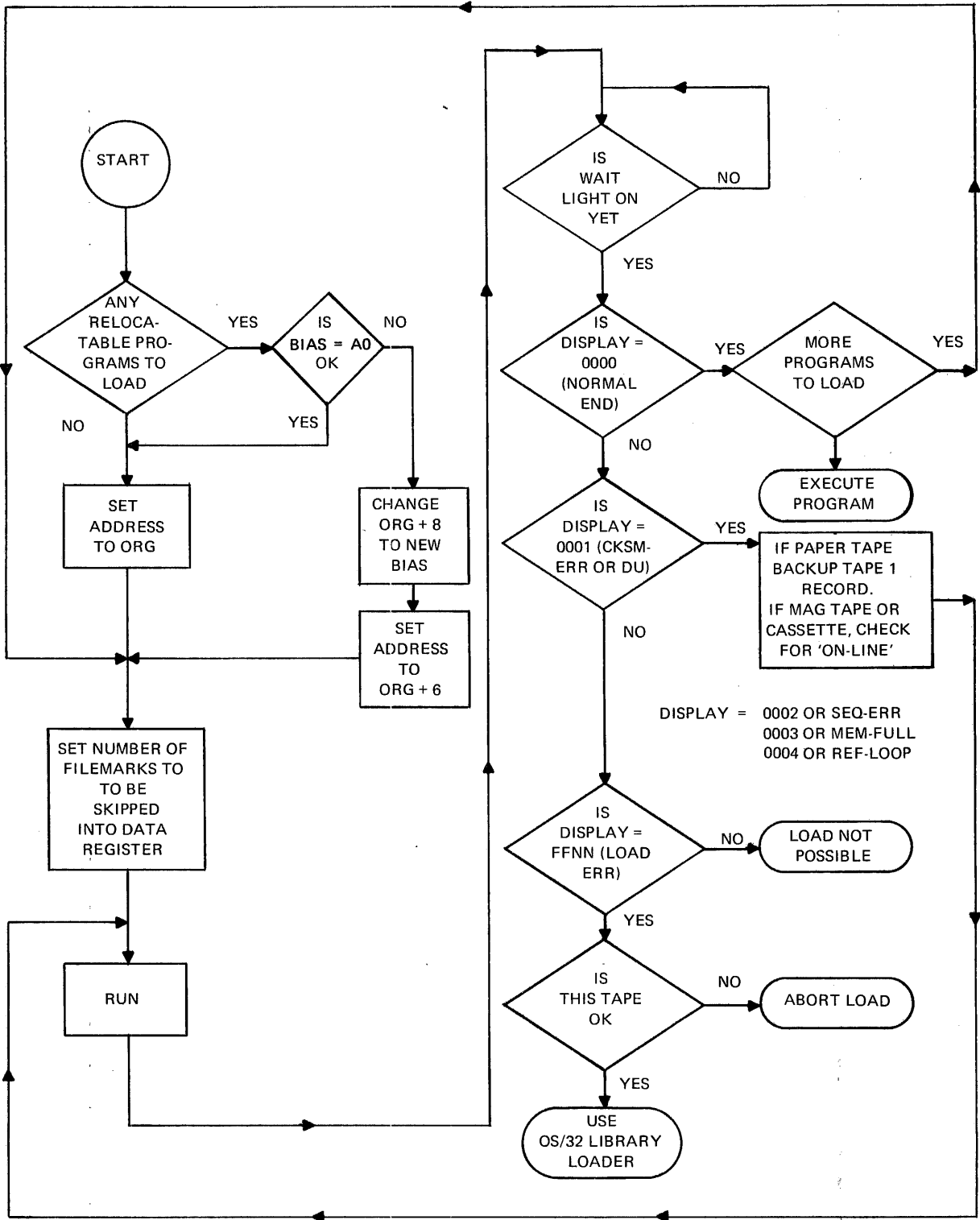


Figure 1. 32-Bit REL Loader Operating Procedures

4. THE OS/32 LIBRARY LOADER

This loader functions under the control of OS/32-ST or OS/32-MT, interactively accepting commands and responding with messages to the console operator. Through available operator commands, an Object Program Library File can be created on a bulk storage device. This file may be searched for a particular program, selectively copied onto another I/O unit, or added to under the operators control. Automatic link editing is available allowing the operator, with one command, to load all library programs required for any one particular job. A group of programs may be pseudo-loaded producing a single absolute load module which may be originated at any address, and then loaded by OS/32-ST Resident Loader or the 32-Bit Relocating Loader. This module contains forward references but no ENTRY or EXTRN symbols. A program loaded by the Library Loader may reference external symbols, define common blocks, and contain forward references.

4.1 Program Loading Conventions

Program segmentation is a means for allowing certain blocks of executable code to be shared when operating under OS/32-MT. Segmentation is accomplished by dividing a program into Pure and Impure segments at assembly time. The Pure segment is a sharable segment while the Impure segment is not. The OS/32 Library Loader is capable of loading programs under OS/32-ST that contain Pure segments, Impure segments, or both even though OS/32-ST does not support program segmentation. Certain ground rules have been formed to handle all possible cases. A program, such as CAL, that contains both Pure and Impure segments, may be loaded and executed by specifying a single bias value. The BI (Impure Bias) command is used to specify the bias for this type of program load operation. As another example, a FORTRAN program may be loaded with a single bias value (BI) even though the main program is Impure and the Run Time Library routines are Pure. All programs, Pure or Impure, are loaded contiguously when only this bias is specified. If the user desires to separate the Pure and Impure segments of a program or number of programs, he may specify a PURE bias using the PB command. In this case, pure segments are originated at the pure bias and impure segments at the impure bias. When the Pure bias (PB) is zero or unspecified, all segments are loaded at the BI value. The BI command automatically zeros the Pure bias value; therefore, when specifying both biases, the PB command should be entered after the BI command. The following table describes all cases of a program loading.

BIAS (BI)	PURE BIAS (PB)	PROGRAM CONTAINS		RESULT
		PURE SEGMENT	IMPURE SEGMENT	
0 (or unspecified)	0 (or unspecified)	Yes	No	Program loaded at PBOT (1st Location after loader)
0	0	No	Yes	Program loaded at PBOT (1st Location after loader)
0	0	Yes	Yes	Pure segment loaded at PBOT. Impure segment immediately follows pure segment.
B	0	Yes	No	Program loaded at B
B	0	No	Yes	Program loaded at B
B	0	Yes	Yes	Pure segment loaded at B. Impure segment immediately follows pure segment.
0	P	Yes	No	Program loaded at P
0	P	No	Yes	Program loaded at PBOT
0	P	Yes	Yes	Pure segment loaded at P. Impure segment loaded at PBOT
B	P	Yes	No	Program loaded at P
B	P	No	Yes	Program loaded at B
B	P	Yes	Yes	Pure segment loaded at P. Impure segment loaded at B

4.2 OS/32 Library Loader Operation and Commands

The Library Loader may be loaded by the OS/32-ST Resident Loader at the bottom of User Memory. Any I/O devices to be used by the loader should be assigned prior to starting the Loader at its origin. The Loader outputs the message "LIBLDR-R02" after an XOUT command indicating that it is ready to accept operator commands (which it requests from Logical Unit 5). Operator commands consist of a word (of which only the first two characters are decoded), followed optionally by a space and a hexadecimal or decimal operand followed optionally by another space and an 8 character program name. A carriage return terminates the command if it is entered via a Teletype. Optional fields which are not used are ignored. An example and description of each command follows. Arguments which specify logical units (LU) are entered in decimal. All other numeric arguments are in hexadecimal.

BIAS bbbbbb

This command sets a Loader Bias, i. e., the origin of the next relocatable program. This bias becomes the bias of the impure relocatable segment if a pure bias is subsequently specified by the PB command. bbbbbb is a hexadecimal operand from 1 to 6 hexadecimal digits. Immediately after loading any program, the bias value is set to the next available location above the highest address used. When the Loader is initially loaded, bias is set to the next location above the Loader. This value is not initialized when the Loader is restarted. If no operand is specified in this command, the bias is set to the next location above the loader. The BIAS command resets the PBIAS value to zero. The BIAS command may not be used during the output on an overlay module.

PBIAS bbbbbb

This command sets a loader bias for the origin of pure relocatable segments. After loading a program, unless a new PBIAS command is issued, the pure bias value is set to the next available location above the highest pure address used. When the loader is initially loaded, PBIAS is zero. This value is not initialized when the loader is restarted, but it is reset to zero by the BIAS and OUT commands. The PBIAS command may not be used during the output on an overlay module.

FIND LU xxxxxxxx

This command causes logical unit LU to be searched until a program labeled xxxxxxxx is found. The unit is then backspaced to the beginning of the found program. The program may now be Loaded or Linked. The logical unit is not rewound by the OS/32 Library Loader R01 when this FIND LU command is given. This command should be used to position a file containing several programs. If the file is not on a rewindable device, it should be backspaced one record after this command is completed before attempting to load the found program. In the event that the requested program is not found, the FIND command terminates whenever an end-of-file or device end is encountered on the device. In that case, the messages

```
EOF
xxxxxxx NOT FOUND
```

are logged on the console device.

LOAD LU xxxxxxxx

This command is used to initialize the Loader and load a program at the current bias values. Before the program is loaded, the Loader's symbol table is cleared, and previously defined common blocks are released. This command should be used to load the first of a group of user programs not related to any previous job. If a program label is specified in the command, logical unit LU is first searched for program xxxxxxxx as described above under FIND. If no Label is specified, the first program encountered on logical unit LU is loaded. Following a LOAD operation, the logical unit specified is left positioned past the end of the program loaded.

LINK LU xxxxxxxx

This command is used to load additional programs needed after using the LOAD command to load the first program. The symbol table is not cleared, so the loaded program may be linked to any previously loaded program, and may reference previously defined common blocks. The program is loaded using the current bias values. If a program Label is specified in the command, logical unit LU is first searched for program xxxxxxxx as described above under FIND. If no Label is specified, the first program encountered on logical unit LU is loaded and linked. Following a LINK operation, the logical unit specified is left positioned past the end of the program loaded.

LINKFILE LU XXXXXXXX

This command provides an internal iteration of the LINK command. It link-loads all programs and subroutines in a file up to an ENDVOL or file mark. The name field is optional. If not included, linking will begin from files current position. If a program name is included in the command, the input file will be positioned to that program label (see FIND command) before linking begins.

EDIT LU xxxxxxxx

This command is used to search a library tape or file, and selectively load those programs needed to satisfy external references (EXTRNs) within programs previously loaded. The criterion for loading during an EDIT operation is a match between the Label of a program in the library file and the symbolic name of any EXTRN in the Loader's symbol table. The EDIT command causes the following to occur.

1. If a program Label is specified in the command, logical unit LU is searched for program xxxxxxxx as described above under FIND before starting the EDIT process. If no label is specified, the logical unit is processed from its current position.
2. The Loader's symbol table is searched for undefined EXTRNs. If there are none, the operation terminates.
3. If there are undefined EXTRNs in the symbol table, logical unit LU is searched forward from its current position for a Label matching an undefined EXTRN. If such a Label is found, that program is loaded and linked, and Step 2 is repeated. If an end-of-file or device end is encountered while searching, an appropriate message is logged and the operation terminates. If the Label ENDVOL is read, the EDIT operation is terminated. This Label may be placed at the end of each tape of a Paper Tape program library to prevent reading off the end of the tape.

Following an EDIT operation, the MAP command can be used to determine if any more undefined EXTRNs remain in the symbol table.

MAP LU

This command outputs a Memory Map to logical unit LU. This may be a map showing the location of programs loaded into memory, or it may show the locations of programs output in a load module. In either case, the map includes only those programs processed during and after the last LOAD operation. (LINK and EDIT operations add to the map, LOAD begins a new one.) The map shows the starting address of each labeled program, the next available address, the location of every ENTRY defined, the starting address of each common block defined, and a list of any undefined EXTRNs. An example of a memory map appears in Figure 2. Under PROGRAMS in the map, the last value shown which has no name is the next available address in memory, which is the current value of BIAS. Under COMMON-BLOCKS in the map, Blank Common is identified by the Label //.

PROGRAMS:							
NAME	IMPURE	PURE	ABS	NAME	IMPURE	PURE	ABS
CLEANUP	00230A		000030	CMDP.M03	007238		
ENTRY POINTS:							
002118	SUB1		00236E	.U	00238E	.V	
COMMON-BLOCKS:							
002010	R		002018	X	00201C	Y	002020 W
002000	//						
UNDEFINED:							
ZERO			@I		.Q		.P

NOTE

Where no numbers appear in this portion of the map,
no code of that type was encountered when loading.

Figure 2. Memory Map (As listed by the OS/32 Library Loader)

If an overlay structure is being built, the map always reflects the root segment but only the last overlay segment appears. Upon entering the overlay command (OV), all entries to programs above the overlay point are removed.

AMAP LU

This command, like the MAP command, outputs a memory map to logical unit LU. Symbols are listed in alphabetical rather than memory address order.

BC nnnnn

LC nnnnn

These commands must be issued before the LOAD command if the program being loaded allocates Common. The Loader handles two types of Common. They are Labeled Common, and Blank Common. The chief difference between the two is that Labeled Common may be preloaded with data (FORTRAN BLOCK DATA) while Blank Common may not. The Loader allocates memory for common variables and links common variable references with associated blocks of memory at load time. In order to use memory efficiently, the Loader must know in advance the total length, in bytes, of each kind of Common used. BC sets the maximum length of Blank Common and LC sets the maximum length of Labeled Common to nnnnn, where nnnnn is the number of bytes to be reserved for common, expressed in hexadecimal. When Common is declared to the Library Loader by the BC or LC command, the Loader places the common area beginning at the bias value. The program, as a result, is actually loaded at BIAS + BC + LC.

GO

This command transfers control from the OS/32 Library Loader to the transfer address of the loaded programs. If no transfer address is specified, the message CMD-ERR is logged.

LABEL LU xxxxxxxx

This command is used in conjunction with adding programs to a library file. If the program to be added to the library does not have a label, then this command can be used to give a program a label in the file. The command causes the loader to output one record to logical unit LU containing the program label xxxxxxxx. The label should not exceed eight alphanumeric digits. If it does, only the first eight are used. This command could be used prior to an assembly or compilation which writes the binary object program to logical unit LU.

This command should never be used between an OUT and XOUT command. If it is, the command is rejected, and the message CMD-ERR is logged.

OUT LU xxxxxxxx

This command selects the output mode which is used to generate a load module rather than load programs into memory. In this mode, during LOAD, LINK and EDIT operations, all data that would normally be loaded into memory is output in loader format to logical unit LU. All programs are output as absolute code. The OUT command sets the bias value to the first location above the current Operating System. The BIAS command must be issued after the OUT command if any other bias value is required. The pure bias value is reset to zero. Any external references or common references are resolved and converted to forward references without symbolic names. Thus, a load module program can be loaded by the 32-bit REL Loader or the OS/32-ST Resident Loader. By using the default value for the bias, and loading the load module with the OS/32-ST Resident Loader, a user can effectively overlay the Library Loader at run time, although its features may be used at load time.

If a program Label is specified in the command, a label record with the name xxxxxxxx is generated as described with the LABEL command prior to selecting the output mode.

XOUT

This command is used in conjunction with generating a load module. This command, which has no argument, generates the final record of the load module, and cancels the output mode. A typical command sequence to create a load module would be OUT, BIAS, LOAD, LINK, EDIT and XOUT.

COPY LU, LU xxxxxxxx

This command causes one program to be copied from the first logical unit to the second. If a program label is specified in the command, the first logical unit is first searched for program xxxxxxxx as described under FIND. If no Label is specified, the first program encountered on the first logical unit is copied. Following a COPY operation, the first logical unit specified is left positioned past the end of the program copied.

WF LU

This command writes an end of file to logical unit LU.

DUPE LU, LU xxxxxxxx

This command causes programs to be copied continuously from the first logical unit to the second until program xxxxxxxx is found. The specified program is not copied and the operation terminates. If no Label is specified, programs are copied until an end of file or device end on the first logical unit is detected.

To duplicate an entire file of programs from Logical Unit 1 to Logical Unit 2, the following command sequence is sufficient.

```
RW 2
RW 1
DU 1,2
```

TABLE LU, LU

This command scans the first logical unit and lists on the second logical unit, all program labels found from the exact position of the file when this command was given. To table all program labels the user must issue a rewind command or know the file is at the beginning. Thus a table of contents of a file containing many labeled programs may be obtained. If the record containing the label of a program has been passed before the Table command is given, that program is not listed. Any program in the file without a label is not shown in the list.

END

This command is used to return control to the operating system at end of job. When the system pointers are repositioned before returning control to the operating system, the symbol table is lost. To exit temporarily from the Library Loader without losing the symbol table, the PAuse command should be used.

OV xxxxxx

The form of this Overlay command is OV xxxxxx, where xxxxxx = the sum of all active storage areas requested in the program via SVC 2 (Get Storage). If not specified, a default value of X'240' is assumed. This command is used to indicate that a subroutine about to be linked to a program is used as an overlay subroutine. The OV command, used prior to linking a subroutine and subsequent subroutines causes them to occupy a common area of memory (i. e., each subroutine is originated at the first available location above the main program). The OV command must be used with the OUT feature of the library loader to create overlay modules. These modules may be called in FORTRAN by subroutine IFETCH and in assembly language programs by SVC 5.

The OV command's operand specifies the area to be reserved between the main program and the first overlay. The operand is a number of bytes (hexadecimal) rounded up to a fullword value. The default value (X'240' bytes) is the amount of storage requested by an executing FORTRAN program; i. e., the operand need not be specified for FORTRAN overlay operations. For assembly language programs, the operand should specify the sum of the active storage areas requested or can be used to delete the reserved area (EX: OV 0).

Ex: If, in a program, the following storage requests were made:

```
GET X'100'  
GET X'200'  
RELEASE X'200'  
RELEASE X'100'
```

then the OV argument is $100 + 200 = 300$

If requests are:

```
GET X'100'  
RELEASE X'100'  
GET X'50'  
RELEASE X'50'
```

then the OV argument is 100.

As an example of overlay establishing procedures, assume a FORTRAN application program and two subroutines which are to be linked as overlays. The program and its subroutines have been compiled and their object programs are on Paper Tape. The main program calls the first overlay via Logical Unit 2 and the second via Logical Unit 3 (established by the FORTRAN "CALL" statement).

In the following example, Logical Unit 4 is assigned to the Paper Tape Reader, Logical Unit 6 is assigned to the FORTRAN Run-Time Library device, and Logical Units 1, 2, and 3 are assigned to the output devices which will contain the main program, Overlay 1, and Overlay 2, modules respectively.

OUT	1	Set the OUT option for Logical Unit 1.
LO	4	Load the main programs.
ED	6	Edit with the Run Time Library.
XOUT		
WF	1	Write file marks on the output files.
OV		Indicate an overlay is to be linked.
OUT	2	Set the OUT option for Logical Unit 2.
LI	4	Link First Overlay.
ED	6	Edit with the Run Time Library.
XOUT		
WF	2	
OV		Indicate another overlay is to be linked.
OUT	3	Set the OUT option for Logical Unit 3.
LI	4	Link Second overlay.
ED	6	Edit with the Run Time Library.
XOUT		Terminate OUT option.
WF	3	
EN		Terminate Library Loader.

The first OV command following a LOAD command establishes the BIAS location for all overlays to follow.

The commands must be entered in the correct sequence, i. e.,

```

OV
OUT
LI and/or ED
XO
OV
OUT
LI and/or ED
XO
    etc.
```

The OV command cannot be entered while the Library Loader is in "out mode", nor while a previous overlay is still being built. The commands BIAS and PBIAS may not be entered during the output of an overlay, i. e., between the OV and XO commands.

LG x, LU

The LG command has the form x, LU where LU is the logical unit of a list device. All loader commands read from the loader command input device (Logical Unit 5) are logged on logical unit LU. If LU = 0, no logging occurs. x may be a digit of 0 or 1 and is used to suppress the Prompt message after each command in cases where commands are being read from a batch input device or Logical Unit 5.

Examples:

LG 0,4	Log on Unit 4
LG 1,3	Log on Unit 3, suppress Prompts.
LG 0,3	Continue logging with Prompts.
LG 1,0	Stop logging, suppress Prompts.
LG 0,0	No logging, reinstate Prompts.

By default, logging is suppressed, and the 'LIBLDR' message is only output if commands are issued interactively.

PAUSE

This command causes the loader to issue an SVC 2 PAUSE. The loader may subsequently be restarted by the OS CONTINUE command. Upon loader continuation, the status of the loader is the same as prior to the pause. Do not use the PAUSE command to assign additional disc files. Use the EN command to release memory and restart the Library Loader once all assignments have been made.

TOP xxxxxx

This command sets the highest memory address available to the loader for loading user programs. Address xxxxxx is a hexadecimal address. The TOP command overrides the loader assumption that all memory on the system is available. The TOP command may be used to build load modules for execution on systems with more or less memory than the system used to build the load module. This command deletes the symbol table.

The OS/32 Library Loader attempts to make use of all available memory under OS/32-ST for the loader symbol table. To insure that enough memory is available for load time direct access file use, the user should close all unneeded files and open all files required by the loader before entering the loader.

RW LU

This command rewinds logical unit LU.

FF LU

This command forward spaces the LU to a file mark and positions the LU past the file mark. If no file mark is found a printout of I/O Device Error occurs.

BF LU

This command backspaces the LU to before the file mark. If no file mark is found a printout of I/O Device Error occurs.

FR LU

This command moves the LU forward to the next record on the file.

BR LU

This command backspaces the LU one record on the file.

4.3 Library Loader Messages

MEM-FULL

This message is logged if a program being loaded exceeds the available memory. This may happen if too little Common space is allocated (if the program defined Common) or if too large a program is loaded. A table of Labels, Common, and external symbol names is kept, building downward from the top of available memory (see memory maps). If the program overlaps the table, the above message is logged and the load is aborted.

CMD-ERR

This message is logged when the loader does not recognize an operator command, if a LABEL command is found between an OUT and XOUT command, if GO is issued when no transfer address has been specified in any loaded program, if a LINK or EDIT command is issued before any program has been loaded, or if commands used to build overlays are given in an illegal sequence.

* * NO PROGRAMS * *

This message is logged if a MAP is requested and no labeled programs have been loaded.

EOF

A file mark or ENDEVOL has been read during binary input.

EOM

An END OF MEDIA has been encountered during a binary input.

CKSM ERR

A record has been read in which the checksum does not match the checksum computed by the loader. Following this message, the loader pauses. If the input device is Paper Tape, it may be manually backspaced one record before continuing the load. Bulk storage devices are automatically backspaced on CONTINUE.

SEQ ERR

A record has been read out of sequence. Reposition the input unit and CONTINUE.

REF-LOOP

A Loop has been found in a forward or external reference thread. The object program has been generated incorrectly. This message is also output if the XO command is given during the building of overlay modules when unresolved external references remain in the completed overlay.

M xxxxxxxx

An entry point (xxxxxxx) has been defined more than once. The load continues and the previous definition remains in effect. The new definition is ignored.

LOAD ABORTED

An unrecoverable error condition has caused a load in progress to be aborted. It is necessary to repeat the original LOAD command, as the table may contain incorrect symbol locations.

ADRS-ERR

A program has attempted to load below the top of the Loader. The program may contain absolute data at such an address, or the BIAS may be set incorrectly. The load process is aborted. This is also output if a program with references or definitions of halfword address constants is loaded above 64K, or if a subsequent declaration of a Labelled Common Block is greater than the length of the first declaration of that Common Block.

DEV END

A device went Off-Line during input.

I/O DEV ERR xxxx

A parity error has been detected on input or an Off-Line condition has been detected on output. The OS status byte and device address in hexadecimal-notation appear.

LOAD ERR

An illegal control item was detected during a load.

xxxxxxx NOT FOUND

An end of device condition has occurred before locating the label xxxxxxxx during a search operation.

If commands are being issued in batch mode with logging suppressed, and an error is found, then the last command obeyed will be output to the console device.

If the loading process is aborted in batch mode, the loader returns control to the Operating System via SVC 3,1, indicating that it was unsuccessful. If commands are being issued interactively, then the loader reads the next command from the console device.

4.4 Library Creation

To create a program library from Paper Tape to a Bulk Storage device such as Cassette, Magnetic Tape, Disc, or Drum, use the following procedure. Assume the Paper Tape Reader has been assigned to Logical Unit 1 and a Magnetic Tape unit has been assigned to Logical Unit 2.

1. Load the OS/32 Library Loader Program and execute.
2. Rewind the Magnetic Tape.
3. Copy the OS/32 Library Loader Paper Tape to the Magnetic Tape.

CO 1,2

4. Copy any other desired programs such as the CAL ASSEMBLER, the FORTRAN V Compiler, or any user written program.

CO 1,2

5. Copy the RUN TIME LIBRARY Paper Tape to Magnetic Tape with the command.

DU 1,2 ENDVOL

This command should be repeated once for each separate Run Time Library tape.

6. Other programs may be added on to the end of the library at a future time with the CO or DU commands.

NOTE

User written subroutines may be edited from the library if the following conditions are met:

1. The subroutine contains a PROG statement, or a label is created with the LABEL command.
2. The subroutine contains an ENTRY statement with a name that is the same as in the label.
3. The user's main program contains an EXTRN statement which refers to the name of the subroutine in the library.

4.5 Interface between the Library Loader and OS/32-ST.

Memory management in OS/32-ST involves the setting and maintaining of system parameters:

User bottom	-- UBOT
User top	-- UTOP
Memory top	-- CTOP
File Control Block Bottom	-- FBOT

When the Library Loader is loaded, UBOT remains immediately above the operating system, and UTOP and CTOP are placed immediately above the Library Loader.

When devices and/or files are assigned, File Control Blocks are set up at the top of memory, and FBOT is moved down accordingly from CTOP.

When the Library Loader is entered, it moves CTOP and UTOP as high as possible without over-running the File Control Block. Programs may be loaded between the top of the Library Loader and the top of available memory, CTOP.

The Loader may be PAused to examine or modify memory, display system parameters, etc., but no further devices or files may be assigned because there is no room between FBOT and CTOP for more File Control Blocks.

During the loading and linking process, the Loader maintains a pointer to the highest address loaded. When the EN or GO command is received, UTOP is repositioned on a 256-byte boundary above UTOP.

5. OS/32 DIRECT ACCESS BOOTSTRAP LOADER DESCRIPTION

This section describes the operating procedure required to load an OS/32 MT or OS/32 ST system with the OS/32 Direct Access Bootstrap Loader (Program Number 03-074R02). The system to be loaded must reside in memory image format on a direct access device. The direct access devices supported by this program are the 2.5, 10, 40, 66, and 250 Megabyte Disc Systems.

This section also contains a description of the internal logic of the program.

5.1 Requirements

Minimum hardware required to execute this loader:

- INTERDATA Series 32 Processor
- Direct access I/O device; 2.5, 10, 40, 66, or 250 Megabyte Disc
- A binary input device from which to read the loader

5.2 OS Selector

The OS/32 Direct Access Bootstrap Loader assumes that the specified volume has a file directory containing file descriptors of the form:

OS32xxxx.hhh

where: xxxx = any ASCII characters
 hhh = Extension field (X'000' - X'FFF')

In order to load a particular OS Image, the user must copy the corresponding extension field (hhh) into the Memory Locations X'7E' - X'7F' as an OS Selector Number.

The loader searches the file directory for a contiguous file with a filename starting with the characters "OS32" and an extension field which matches the specified OS Selector Number. When it finds this file, it loads it into memory. If no such file is found, the loader terminates with an error code of 1 in the Display Panel.

NOTES

1. If the volume is initialized by using either the OS/32 ST INITIALIZE command or Release 00 of the OS Disc Initialize Utility (Program Number 03-081), it may contain an unnamed OS image. In this case, the volume descriptor (Sector 0, Track 0, Cylinder 0) has a pointer to this image. It also contains the start and end address of the image.

In order to load this image, an OS Selector Number of 000 must be specified.
2. It is possible to have an unnamed OS image (as explained in Note 1 above) and also a filename with an extension of 000 (e.g., OS32xxx.000) on the same volume. In this case, an OS Selector Number of 000 causes the loader to load the OS specified by the filename in the directory.
3. An OS Image file must be a contiguous file. Files other than contiguous files are ignored by the loader.
4. If there are two (2) images on the volume with the same extension (hhh), the loader loads the first one in the directory.

5.3 Operating Procedures

The OS/32 Direct Access Bootstrap Loader is a self loading tape. The '50' Sequence loads a 'boot' section (Segment 1) which loads the remainder of the tape at Location X'1000' and executes it.

The '50' Sequence should be entered from the Display Panel as follows:

<u>Location</u>	<u>Contents</u>
50	'D500'
52	'00CF'
54	'4300'
56	'0080'

For the loader to function properly, memory cells X'78' through X'7F' must be set up properly. Refer to Table 2 for the possible values of these locations.

After these cells have been initialized, the user need only position the bootstrap loader tape in the binary input device and start the Processor executing instructions at X'50'.

The bootstrap loader begins by scanning the directory of the Direct Access device specified. It seeks a contiguous file whose name begins with the four alphanumeric 'OS32'. When it locates such a file it compares the file's extension to the OS Selector. If a match occurs, the file is loaded and executed. If no match, the directory scanning continues.

Any errors, either I/O or logical, cause a halt. The number shown on the display register indicates the error codes. Refer to Table 5 for the Error Code meanings.

TABLE 2. MEMORY INITIALIZATION CONTENTS

Memory Location	Contents
X'78', X'79'	Address and output command of binary input unit (see Table 3): Example X'1399'
X'7A', X'7B'	Address and Device Code of Direct Access Device (see Table 4): Example X'C631'
X'7C', X'7D'	Address of Controller and Selector Channel (see Table 4): Example X'B6F0'
X'7E', X'7F'	OS Selector Number (see Section 52 on OS Selector): Example X'0005'

TABLE 3. STANDARD BINARY INPUT DEVICE ADDRESSES AND OUTPUT COMMANDS

Device	Standard Address and Output Commands
TTY	X'0294'
Paper Tape Reader	X'1399'
Magnetic Tape	X'85A1'
Intertape Cassette	X'45A1' or X'55A1'

TABLE 4. STANDARD DIRECT ACCESS DEVICE ADDRESSES AND DEVICE CODES

Device	Standard Address	Device Code	Controller Address	SELCH Address
2.5MB Disc	X'C6'	X'31'	X'B6'	X'F0'
10MB Disc (removable platter)	X'C6'	X'33'	X'B6'	X'F0'
10MB Disc (fixed platter)	X'C7'	X'32'	X'B6'	X'F0'
40MB Disc	X'FC'	X'34'	X'FB'	X'F0'
66MB Disc	X'FC'	X'35'	X'FB'	X'F0'
250MB Disc	X'FC'	X'36'	X'FB'	X'F0'

TABLE 5. ERROR CODES

Error Code	Explanation
1	1. No OS Image Found; or 2. OS Image with the File Name Extension same as the OS Selector Number (hhh) not found.
2	Status Error for a 2.5 or 10MB disc (device unavailable)
3	Status Error for a 2.5 or 10MB Disc (seek incomplete, not ready)
4	Status Error for a 40, 66, or 250MB disc (unsafe, not ready, device unavailable)
5	Status Error for a 40, 66, or 250MB disc (unsafe, seek incomplete, or not ready)
6	Data Transfer Error (e.g., data parity error)
7	OS Image found larger than available memory

APPENDIX 1

SUMMARY OF OS LIBRARY LOADER COMMANDS

<u>CMD</u>	<u>ARG1</u>	<u>ARG2</u>	<u>MEANING</u>
BIAS	BBBBBB		Set Bias to BBBBBB
BIAS			Set Bias to End of Loader
PBIAS	PPPPPP		Set Pure Bias to PPPPPP
BC	LLLLLL		Set Length of Blank Common
LC	LLLLLL		Set Length of Labeled Common
TOP	LLLLLL		Set Top available address to LLLLLL
OUT	LU	LABEL	Output Labeled Load-Module to LU
OUT	LU		Output Load Module to LU
XOUT			End Load Module, write last record
GO			Transfer to Loaded Program
MAP	LU		Output Memory Map to LU
LABEL	LU	NAME	Write Label Record on File LU
FIND	LU	NAME	Position LU to Start of Named Program
COPY	LU, LU		Copy one program from LU A to LU B
COPY	LU, LU	NAME	Find and Copy Named Program
DUPE	LU, LU		Duplicate until EOF or Dev END
DUPE	LU, LU	NAME	Duplicate until Name is read
LOAD	LU		Purge Table, load one program from LU
LOAD	LU	NAME	Find and Load a program
LINK	LU		Load one program from LU, Linking
EDIT	LU		Load only referenced programs from LU
EDIT	LU	NAME	Find Named Label and Edit
RW	LU		Rewind LU
WF	LU		Write a File-Mark on LU
TABLE	LU, LU		Write Table of Contents to LU
OVLY	XXXXXX		Set Get Storage Space to XXXXXX
PAUSE			Pause Loader
END			Exit to the OS
LG	X, LU		Set command log option to LU
AMAP(AM)	LU		Out Memory Map sorted to LU
FF	LU		Forward-Space-File-Mark
BF	LU		Back-Space-File-Mark
FR	LU		Forward-Space-One Record
BR	LU		Back-Space-One Record
LINK	LU	NAME	Link program NAME
LINKFILE	LU		Link file of programs
LINKFILE	LU	NAME	Link file of programs from NAME

APPENDIX 2

SUMMARY OF 32-BIT RELOCATING LOADER OPERATION

All values below are expressed in hexadecimal:

Starting address after Boot Load*	nB00
Restart address	nB00
BIAS define start address	nB06
BIAS definition value	nB08
Continue address	nB1E
Approximate Loader size	X'500'
Illegal Control items	3, 5, 7, 9, B, C, E, 10, 15, 17
Ignored control items	D, F, 18

* n = 7, F, 17, 1F. . . for memory sizes 32K, 64K, 96K, 128K . . . etc.

The following Display indications are appropriate to the REL LOADER.

<u>Display Lights</u>	<u>Condition</u>	<u>Comment</u>
0000	Normal End	Load Complete
0001	Checksum Error	Following checksum or sequence number error, re-position paper tape and depress RUN to re-read. If magnetic tape or cassette - parity error causes 5 retries before returning this status.
0002	Sequence Error	
0003	Attempt to load over loader	
0004	Ref/Def Chain Loop	
FFnn	Load Error	Improper control item detected where nn is the bad item. Depress RUN to ignore the data and continue.

Refer to Section 2 for a definition of loader control item.

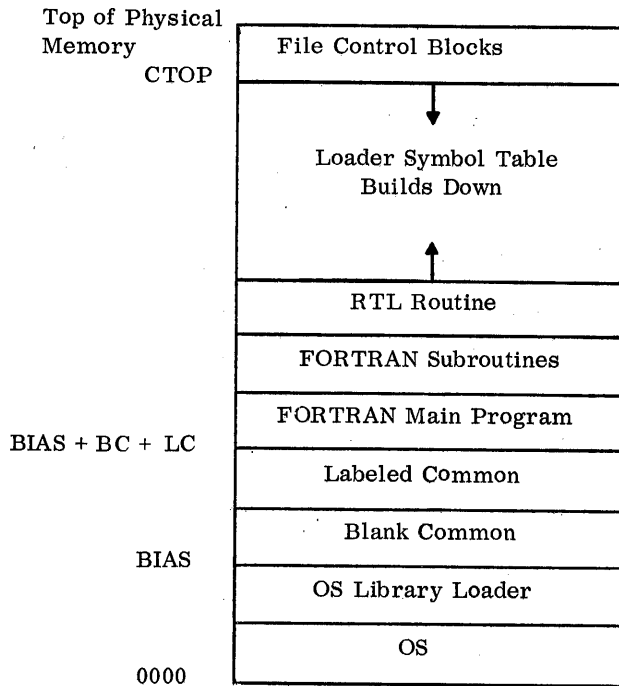
APPENDIX 3

50 SEQUENCE LOADER (EXECUTE AT LOCATION X'50')

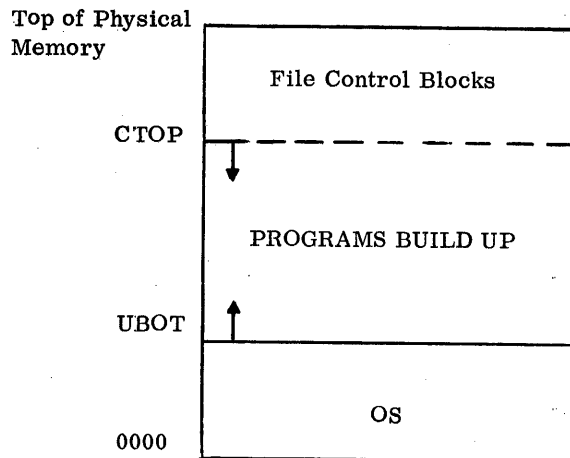
X'0050'	D500	AL	X'CF'
	X'CF'		
	4300	B	X'80'
	0080		
X'0078'	0294 BINDV	DC	X'0294'

APPENDIX 4
 LOADER MEMORY MAPS

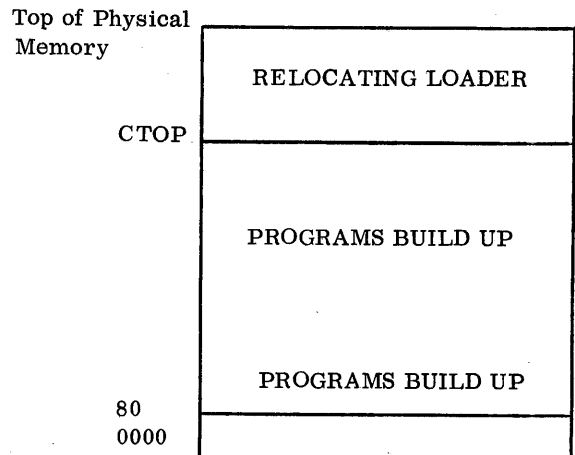
OS/32 LIBRARY LOADER



OS/32-ST RESIDENT LOADER

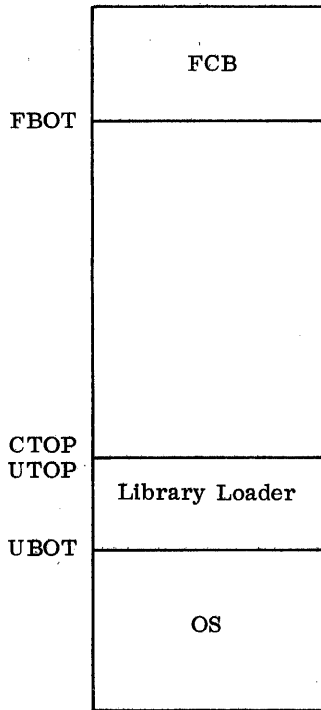


32-BIT RELOCATING LOADER



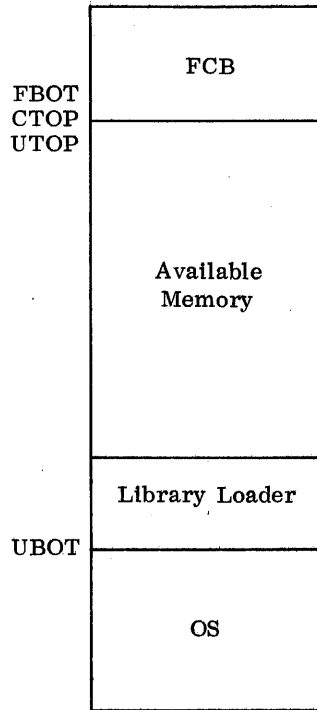
CTOP = TOP OF USER MEMORY

Library Loader Memory Maps - Showing CTOP, UTOP, and UBOT



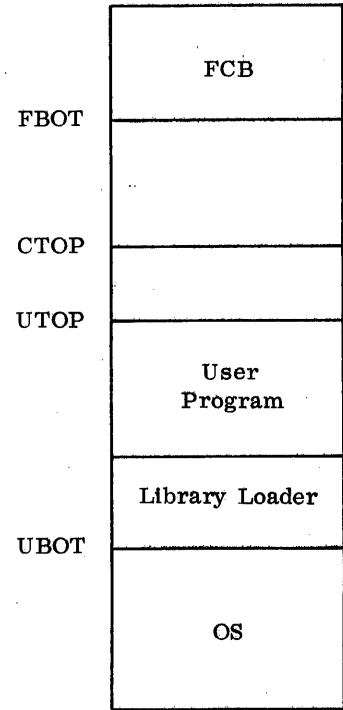
(i)

Memory Map after Library Loader has been loaded



(ii)

Memory Map after Library Loader has been entered



(iii)

Memory Map after Library Loader has processed an EN or successful GO command

APPENDIX 5

USE OF THE BOOT PUNCHER

1. DESCRIPTION

The OS BOOT PUNCHER (03-070) converts the object versions of the 32-bit Relocating Loader (03-067) and the OS/32 Bulk Storage Boot Strap Loader (03-074) into 50-Sequence loadable form. These programs are provided in object form within the OS/32-MT Package (S90-006) and the OS/32-ST Package (S90-005).

Programs in 50-Sequence loadable form can not be copied using the standard copy utilities. The Boot Puncher creates 50-Sequence loadable copies from the object code.

2. SYSTEM REQUIREMENTS

The OS/32 Boot Puncher is designed to run on any INTERDATA 7/32 or 8/32, using either the OS/32-ST (03-075) or the OS/32-MT (03-071) operating system. It requires a minimum of 2.5K of memory above the OS.

3. OPERATIONS

3.1 Logical Unit Assignments

The OS/32 Boot Puncher uses the following logical units:

<u>LU</u>	<u>FUNCTION</u>
1	The input device from which the loader in 32-bit loader format is to be read.
2	The output device to which the loader is to be written.

The input device may be any physical device which supports 126 byte record object data. The output device may be any device which supports variable length records, such as a paper tape, magnetic tape or cassette, but it cannot be a disc file.

If logical unit one is a disc file with a record length other than 126 bytes, or if logical unit two is a disc file the following message is output.

ILLEGAL ASSIGNMENT ON LU X

where X denotes the logical unit where the error occurred. The task will then go to end-of-task with a code of one.

3.2 Execution

The OS/32 Boot Puncher can be executed by either of two methods. The user has the option of either assigning both logical units manually, or he can pass the device names as parameters with the START command.

3.2.1 Manually Assigning Logical Units

- A. Load OS/32 Boot Puncher
- B. Assign logical unit one to the input device
- C. Assign logical unit two to the output device
- D. Start

3.2.2 Passing devices as Parameters

- A. Load OS/32 Boot Puncher
- B. ST ,IN,OUT

where IN is the file descriptor of the input device, and OUT is the file descriptor of the output device.

3.3 Termination

Before the OS/32 Boot Puncher goes to end-of-task, it closes both logical unit one and logical unit two. If there were no errors during execution, an end-of-task code of zero is returned. If there were errors during execution, an end-of-task code of one is returned.

4. ERROR MESSAGES

The following is a summary of all the OS/32 Boot Puncher error messages. All error messages are output to the system console and are of the form:

```
ASGN-ERR  TYPE=XXXX  LU=YY
```

where XXXX is the error type of I/O and file access
YY is the logical unit where error occurred.

The possible values of the TYPE=XXXX field are:

I/O:	ILLU	(illegal or unassigned LU)
	PRTY	(parity or recoverable errors)
	UNRV	(unrecoverable errors)
	EOF	(end of file)
	EOM	(end of medium)
	DU	(device unavailable)
	FUNC	(invalid function for device)
files:	FUNC	(illegal function)
	LU	(illegal LU)
	VOL	(no such volume/device)
	NAME	(mismatched FILENAME, EXT)
	SIZE	(erroneous record length or size)
	PROT	(mismatched protection key)
	PRIV	(mismatched access privilege)
	BUFF	(unable to obtain FCB)
	TYPE	(non-direct access device or off-line)

In addition to the above error messages, if either of the logical units is not assigned, the message

```
8100 ERROR:LU=XX
```

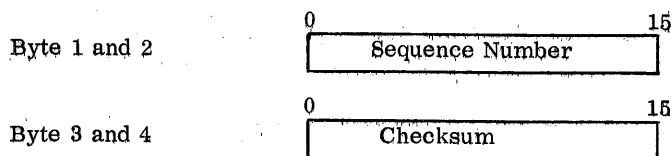
appears, where XX is the logical unit which was not assigned. The task is then paused and the user can then assign the logical unit and continue.

If any of the error messages above appears except for logical unit unassigned, the task goes to end-of-task with a code of one.

APPENDIX 6

INTERDATA 32-BIT LOADER FORMAT

Standard loader format binary object tapes are divided into records separated by inter-record gaps. Each record contains 126 bytes of information. The first four bytes of data are organized as follows:



The sequence numbers are sequential negative integers -1, -2, -3, etc., represented in two's complement form. The first record in a program must have sequence number -1. Subsequent records must be in proper order to be loaded.

The checksum is an Exclusive OR sum of all halfwords in the record, except itself, plus a halfword of all ONES.

The remainder of the record is a sequence of items; an item is a byte of loader information. There are two types of items; control items and data items. Each control item is followed by a certain number (which might be zero) of data items. The control items and their meanings are listed in Table A6-1.

Physically, three tape formats are used, all of which contain 126 bytes of data per record with blank leader or inter-record gaps between records.

M11 Format: This format is used when punching Paper Tape on a High Speed Punch. The first non-blank character of each record contains an X'F0'. This character is followed by 126 frames, each containing one data byte. Thus, a complete record is 127 frames of which the first is ignored.

A variation of this format occurs when punching object programs on a Teletype punch. A special set of non-printing characters is used, such that only the four low order bits of each frame contain data. (See Table A6-2). If one of these special characters is encountered before an X'F0' character is read the record is assumed to be of this format. Because only 4 bits of each frame are used, the 126 byte record is punched in 252 frames of Paper Tape, of which the upper 4 bits are ignored by the loader input routine. INTERDATA does not supply object programs in this form, but any object program punched on a Teletype by INTERDATA software is output in this 4 bit zoned format.

M21 and M31 Format: These formats are used with Magnetic Tape and Cassette (Intertape) devices. They are identical to the M11 format except that there is no X'F0' character. Additional parity checking is accomplished in the Magnetic Tape and Intertape hardware to insure a higher degree of data validity in addition to the checksum.

M51 Format: This format is used to describe object programs supplied on disc packs. It is identical to the M21 and M31 formats.

TABLE A6-1. CONTROL ITEM DEFINITION

<u>Control Item</u>	<u>Meaning</u>	<u>Number of Data Items Following</u>
0	End of Record	None
1	End of Program	None
2	Reset sequence number	None
3	Block data indicator	8 byte name, 3 byte displacement, any absolute data item (20-5B)
4	Absolute program address	3 byte address
5	Pure relocatable program address	3 byte address
6	Impure relocatable program address	3 byte address
7	2 bytes of pure rel data	2 byte address
8	2 bytes of impure rel data	2 byte address
9	4 bytes of pure rel data	4 byte address
A	4 bytes of impure rel data	4 byte address
B	Common reference	8 byte name, 3 byte displacement
C	EXTRN	8 byte name, followed by item 4, 5, or 6
D	ENTRY	8 byte name followed by item 4, 5, or 6
E	Common Definition	8 byte name followed by a 3 byte length
F	Program Label	8 character name
10	3 bytes abs and 3 bytes pure rel	6 bytes
11	3 bytes abs and 3 bytes impure rel	6 bytes
12	Load program transfer address	Item 4, 5, or 6
13	Define start of chain (reference)	Item 4, 5, or 6
14	Load chain definition address	Item 4, 5, or 6
15	2 bytes abs and 2 bytes pure rel	4 bytes
16	2 bytes abs and 2 bytes impure rel	4 bytes
17	Short Form EXTRN	8 byte name and Item 4, 5, or 6
18	Length of Impure and Pure segments	3 byte impure length and 3 byte pure length
19	Perform fullword chain	None
1A	Perform halfword chain	None
1B	No Operation	None
1C	2-byte pure translation table address	2 bytes
1D	2-byte impure translation table address	2 bytes
20	2 bytes absolute data	2 bytes
21	4 bytes absolute data	4 bytes
22	6 bytes absolute data	6 bytes
23	8 bytes absolute data	8 bytes
.	.	.
.	.	.
.	.	.
5B	120 bytes absolute data	120 bytes

TABLE A6-2. TAPE CODES

ZONED M11 FORMAT			
Binary		Hex	
Zone	Data	Zone	Data
1001	0000	9	0
1000	0001	8	1
1000	0010	8	2
1000	0011	8	3
1000	0100	8	4
1001	0101	9	5
1001	0110	9	6
1001	0111	9	7
1001	1000	9	8
1001	1001	9	9
1001	1010	9	A
1001	1011	9	B
1001	1100	9	C
1001	1101	9	D
1001	1110	9	E
1001	1111	9	F

APPENDIX 7

Revision Information to OS/32 Library Loader R01

Revision R01 of the OS/32 Library Loader includes a map sort routine command AMAP (LU) to present in alphabetic sequence the memory map of all symbols encountered during a load process. (Program labels, entry points, common blocks, undefined symbols).

This revision has the following operating commands:

FF (forward file mark), BF (backward file mark), FR (forward space record), BR (backspace record), so the user can directly control a device such as Magnetic Tape. This revision eliminates the rewind capability in the FIND, TABLE and EDIT commands available in the OS/32 Library Loader R00.

The following is a list of the Software Change Requests to the R00 version of the OS/32 Library Loader that are in the R01 version of the OS/32 Library Loader.

- (1) A Program must be biased on doubleword boundary to run on the 8/32. The Library Loader now biases programs on a doubleword boundary.
- (2) When a device is write protected and a write file mark (WF) command is attempted, an I/O error status will be given in the R01 version.
- (3) While editing in the batch mode, if an End of File is found, the Loader will print a message EOF and fetch the next command.

R02 has all implicit positioning removed. R01 Bulk Storage procedures no longer apply.

R02 supports the LINKFILE command. This is an internally iterated LINK command.

PROG= RELDR ASSEMBLED BY CAL 03-066R04-01 (16-BIT)

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		1	SCRAT			L3200030
		2	CROSS			L3200040
		3	TARGT	32		L3200050
		4	NORX3			L3200060
000000I		5	SQCHK			L3200080
		6	* INTERDATA 32-BIT RELOCATING LOADER			L3200100
	0000 0000	7	R0	EQU 0		L3200110
	0000 0001	8	R1	EQU 1		L3200120
	0000 0002	9	R2	EQU 2		L3200130
	0000 0003	10	R3	EQU 3		L3200140
	0000 0004	11	BYTE	EQU 4		L3200150
	0000 0005	12	PICK	EQU 5		L3200160
	0000 0006	13	SEQNUM	EQU 6		L3200170
	0000 0007	14	ONE	EQU 7		L3200180
	0000 0008	15	TWO	EQU 8		L3200190
	0000 0009	16	FOUR	EQU 9		L3200200
	0000 000A	17	A	EQU 10		L3200210
	0000 000B	18	B	EQU 11		L3200220
	0000 000C	19	C	EQU 12		L3200230
	0000 000D	20	D	EQU 13		L3200240
	0000 000E	21	E	EQU 14		L3200250
	0000 000F	22	ABSF	EQU 15		L3200260
	0000 0078	23	BINDV	EQU X'78'		L3200270
	0000 0002	24	RTN	EQU R2		L3200280
	0000 000D	25	DEV	EQU D		L3200290
	0000 000A	26	AC1	EQU A		L3200300
	0000 0001	27	DAT	EQU R1		L3200310
	0000 000E	28	CBA	EQU E		L3200320
	0000 000B	29	CRB	EQU B		L3200330
	0000 000C	30	ZERO	EQU C		L3200340
	0000 1000	31	RELPT	EQU X'1000'		L3200350
000000I	2304	32	BOOT.0	BS BOOT		L3200360
000002I	0000	33	DB	0,0	POWER FAIL POINTERS	L3200370
000004I	0000 0000	34	DC	0	POWER FAIL POINTERS	L3200380
	0000 0008I	35	BOOT	EQU *		L3200390
000008I	2420	36	LIS	R2,0		L3200400
00000AI	9512	37	EPSR	R1,R2		L3200410
00000CI	D310 0078	38	LB	R1,BINDV	LOAD BINARY DEVICE ADDR	L3200420
000010I	C310 0004	39	THI	R1,X'0004'	IS IT A PTR OR TTYR?	R02 L3200421
000014I	4330 8020	40	BZ	RDBLK	YES,SKIP BACKSPACE	R02 L3200422
000018I	9D12	41	MTNCHK	SSR R1,R2	SENSE STATUS	R02 L3200423
00001AI	C320 0010	42	THI	R2,X'0010'	NO MOTION AND EOM?	R02 L3200424
00001EI	2233	43	BZS	MTNCHK	NO,WAIT	R02 L3200425
000020I	DE10 801C	44	OC	R1,BKSPC	BACKSPACE FOR MT OR CASSETTE	R02 L3200426
000024I	9D12	45	MTNCHK1	SSR R1,R2	SENSE STATUS	R02 L3200427
000026I	C320 0010	46	THI	R2,X'0010'	NO MOTION AND EOM?	R02 L3200428
00002AI	2233	47	BZS	MTNCHK1	NO,WAIT	R02 L3200429
00002CI	820 0FB0	48	LHI	R2,RELPT-X'50'	OFFSET RELPT FOR BACKSPACE	R02 L3200430
000030I	5020 8014	49	ST	R2,PARAM	STORE IN PARAM BLOACK	R02 L3200433
000034I	DE10 0079	50	OC	R1,BINDV+1	READ	R02 L3200435
000038I	D710 800C	51	RDBLK	RB R1,PARAM	READ DATA	R02 L3200436
00003CI	4300 1000	52	B	RELPT	CONTINUE	R02 L3200440
000040I	9100	53	BKSPC	DB X'91',0	*	R02 L3200450
000042I		54	DO	BOOT,0-***X'48'	*	L3200453

APPENDIX 8
RELOCATING LOADER LISTING

000042I	00	55	DB	0	*		L3200455
000043I	00	55	DB	0	*		L3200455
000044I	00	55	DB	0	*		L3200455
000045I	00	55	DB	0	*		L3200455
000046I	00	55	DB	0	*		L3200455
000047I	00	55	DB	0	*		L3200455
000048I	0000 1000	56	PARAM	DC	RELPT,BUFF-TFIND+RELPT		L3200460
00004CI	0000 13EE						
000050I	F8A0 0000 8000	57	RELOC	LI	A,Y'8000'	SEARCH TOP OF MEMORY,START=32K	R02 L3200470
000056I	58BA 0000	58	RELOC2	L	B,0(A)	NON-DESTRUCTIVE	R02 L3200480
00005AI	50AA 0000	59		ST	A,0(A)	*	R02 L3200490
00005EI	59AA 0000	60		C	A,0(A)	*	R02 L3200500
000062I	4230 8010	61		BNE	TFIND	*	R02 L3200510
000066I	50BA 0000	62		ST	B,0(A)	*	R02 L3200520
00006AI	CAA0 2000	63		AHI	A,X'2000'	BUMP BY 8K	R02 L3200530
00006EI	F5A0 0004 0000	64		CLI	A,Y'40000'	256KB?	R02 L3200540
000074I	203F	65		BNES	RELOC2	NO,LOOP	R02 L3200550
000076I	08DA	66	TFIND	LR	D,A		L3200580
000078I	CBA0 0500	67		SHI	A,X'500'	MOVE LOADER TO TOP OF MEM -X'500'	L3200590
00007CI	E680 801A	68		LA	B,START		L3200600
000080I	081A	69		LR	R1,A		L3200610
000082I	48CB 0000	70	MOVE	LH	C,0(B)	MOVE LOOP	L3200620
000086I	40CA 0000	71		STH	C,0(A)		L3200630
00008AI	26B2	72		AIS	B,2		L3200640
00008CI	25A2	73		AIS	A,2		L3200650
00008EI	05DA	74		CLR	D,A		L3200660
000090I	2037	75		BNES	MOVE		L3200670
000092I	F800 0000 8000	76		LI	RO,Y'8000'	GO START LOADER AND WAIT	L3200680
000098I	1800	77		LPSWR	RO		L3200690
	0000 009AI	78	START	EQU	*		L3200700
00009AI	C8A0 0A00	79		LHI	A,X'A00'	INITIALIZE LOC BIAS	L3200710
00009EI	2304	80		BS	REDEF1	*	R02 L3200720
0000A0I	F8A0 0000 0A00	81	REDEF	LI	A,X'A00'	BIAS DEFINITION	L3200730
0000A6I	26A7	82	REDEF1	AIS	A,7	ALIGN ON DOUBLE WORD BOUNDARY	R02 L3200740
0000A8I	C4A0 FFF8	83		NHI	A,X'FFF8'		L3200750
0000ACI	50A0 83A8	84		ST	A,LOC		L3200760
0000B0I	50A0 83A8	85		ST	A,BIAS		L3200770
0000B4I	50A0 83A8	86		ST	A,PTOP	RESET PTOP TO BIAS	L3200780
0000B8I	07AA	87		XR	A,A		L3200790
0000BAI	50A0 8396	88	CLEAR	ST	A,LOCX		L3200800
0000BEI	0766	89	CONT	XR	SEQNUM,SEQNUM	CLEAR SEQNUM	L3200810
0000C0I	24F6	90		LIS	ABSF,6	SET REL MODE	L3200820
0000C2I	2471	91		LIS	ONE,1	INITIALIZE CONSTANT	L3200830
		92	* SKIP	NO.	FILEMARKS ENTERED ON SWITCHES		L3200840
0000C4I	D3D0 0078	93		LB	DEV,BINDV	GET DEVICE ADDRESS	L3200850
0000C8I	C3D0 0004	94		THI	DEV,4	MAG DEVICE ?	L3200860
0000CCI	233E	95		BZS	NEXT	NO	L3200870
0000CEI	997E	96		RHR	ONE,CRB	GET NUMBER OF FILE MARKS	L3200880
0000DI	948B	97		EXBR	CRB,CRB		L3200890
0000D2I	C480 00FF	98	FF	NHI	CRB,X'FF'	REMOVE LSB	L3200900
0000D6I	2339	99		BZS	NEXT	IF ZERO, NO SKIP	L3200910
0000D8I	4130 834C	100	SKPFM	BAL	R3,MTCHK	WAIT NO MOTION	L3200920
0000DCI	DED0 836A	101		OC	DEV,SKIP	SKIP A FILE MARK	L3200930
0000E0I	27B1	102		SIS	CRB,1	DECR FILE MARK COUNT	L3200940
0000E2I	2035	103		BNZS	SKPFM	CONTINUE	L3200950
0000E4I	4130 8340	104		BAL	R3,MTCHK		L3200960

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APPENDIX 8 (Continued)

0000E8I	0000	00E8I	105	JUMP	EQU	*		L3200970
0000E8I	2761		106	NEXT	SIS	SEQNUM,1	DEC SEQ COUNT	L3200980
0000EAI	2485		107		LIS	TWO,5		L3200990
0000ECI	4120	8244	108		BAL	R2,INPUT	INPUT A RECORD	L3201000
0000FOI	07CC		109		XR	C,C	CLEAR FOR CHECKSUM	L3201010
0000F2I	C8A0	007C	110		LHI	A,124	COMPUTE CHECKSUM	L3201020
0000F6I	47CA	836A	111	CKIT	XH	C,BUFF(A)	XH EM ALL	L3201030
0000FAI	27A2		112		SIS	A,2		L3201040
0000FCI	2213		113		BN*S	CKIT	AND WHEN DONE,RESULT SHOULD	L3201050
0000FEI	26C1		114		AIS	C,1	BE ZERO	L3201060
000100I	4230	808A	115		BNZ	CERR		L3201070
000104I	4560	835C	116		CLH	SEQNUM,BUFF	COMPARE TO SEQNUM	L3201080
000108I	4230	8086	117		BNE	SERR		L3201090
00010CI	0755		118		XR	PICK,PICK	START ITEM FETCH	L3201100
00010EI	C550	007A	119	LOOP	CLHI	PICK,122	DONE?	L3201110
000112I	4380	FFD2	120		BWL	NEXT	YES	L3201120
000116I	D3A5	834E	121		LB	A,BUFF+4(PICK)	GET ITEM	L3201130
00011AI	0A57		122		AR	PICK,ONE	BUMP INDEX	L3201140
00011CI	08EA		123		LR	E,A	SAVE	L3201150
00011EI	C5E0	0020	124		CLHI	E,X'20'	ABS ITEM ?	L3201160
000122I	4380	81F0	125		BWL	ARSDAT	YES	L3201170
000126I	C5E0	001B	126		CLHI	E,X'1B'		L3201180
00012AI	4380	8050	127		BWL	LERR		L3201190
00012EI	0AAA		128		AR	A,A	VECTOR	L3201200
000130I	48BA	8004	129		LH	B,JTAB(A)		L3201210
000134I	430B	FFB0	130		B	JUMP(B)	AND GO DO IT	L3201220
000138I	0000		131	JTAB	DC	Z(NEXT-JUMP),Z(END-JUMP),Z(RESET-JUMP),Z(LERR-JUMP)		L3201230
00013AI	00CA							
00013CI	0086							
00013EI	0096							
000140I	0104		132		DC	Z(PROADR-JUMP),Z(LERR-JUMP),Z(PROADR-JUMP),Z(LERR-JUMP)		L3201240
000142I	0096							
000144I	0104							
000146I	0096							
000148I	012E		133		DC	Z(REL2B-JUMP),Z(LERR-JUMP),Z(REL4B-JUMP),Z(LERR-JUMP)		L3201250
00014AI	0096							
00014CI	014A							
00014EI	0096							
000150I	0094		134		DC	Z(EXTRN-JUMP),Z(ENTRY-JUMP),Z(LERR-JUMP),Z(LABEL-JUMP)		L3201260
000152I	008E							
000154I	0096							
000156I	008C							
000158I	0096		135		DC	Z(LERR-JUMP),Z(AR33-JUMP),Z(LDX-JUMP),Z(RFIN-JUMP)		L3201270
00015AI	0172							
00015CI	00F2							
00015EI	0190							
000160I	01A2		136		DC	Z(DFIN-JUMP),Z(LERR-JUMP),Z(AR33-JUMP)		L3201280
000162I	0096							
000164I	0172							
000166I	0096		137		DC	Z(LERR-JUMP),Z(SEGLEN-JUMP),Z(FCHAIN-JUMP)		L3201290
000168I	008A							
00016AI	01B2							
00016CI	01E4		138		DC	Z(HCHAIN-JUMP)		L3201300
00016EI	0766		139	RESET	XR	SEQNUM,SEQNUM	RESET REQUENCE NUMBER	L3201310
000170I	2304		140		BS	ENTRY+2		L3201320
000172I	2752		141	SEGLEN	SIS	PICK,2	SKIP SEGLEN ITEM	L3201330

000174I	2754	142	LABEL	SIS	PICK,4		L3201340
000176I	265C	143	ENTRY	AIS	PICK,12	SKIP OVER ENTRY ITEM AND PROCEED	L3201350
000178I	4300 FF92	144		R	LOOP		L3201360
00017CI	265C	145	EXTRN	AIS	PICK,12	SKIP OVER EXTRN ITEM AND HALT	L3201370
00017EI	E6A0 FF8C	146	LERR	LA	A,LOOP		L3201380
000182I	DE70 822C	147		OC	ONE,ASMB		L3201390
000186I	9A7E	148		WDR	ONE,E		L3201400
000188I	LA70 FF49	149		WD	ONE,FF+3		L3201410
00018CI	230F	150		BS	PSW		L3201420
00018EI	24A1	151	CERR	LIS	A,1	CHECKSUM ERROR	L3201430
000190I	2306	152		BS	ERROR		L3201440
000192I	24A2	153	SERR	LIS	A,2	SEQUENCE ERROR	L3201450
000194I	2304	154		BS	ERROR		L3201460
000196I	24A3	155	ADER	LIS	A,3	ADDRESS ERROR	L3201470
000198I	2302	156		BS	ERROR		L3201480
00019AI	24A4	157	REL	LIS	A,4	REF DEF LOOP ERROR	L3201490
00019CI	DE70 8212	158	ERROR	OC	ONE,ASMB		L3201500
0001A0I	9A7A	159		WDR	ONE,A		L3201510
0001A2I	DA70 8007	160		WD	ONE,PSW+3		L3201520
0001A6I	E6A0 FF40	161		LA	A,NEXT+2		L3201530
0001AAI	F890 0000 8000	162	PSW	LI	FOUR,X'8000'		L3201540
0001B0I	1809	163		LPSWR	FOUR		L3201550
0001B2I	5800 82AA	164	END	L	R0,PTOP	PROGRAM END	L3201560
0001B6I	2607	165		AIS	R0,7	ALIGN ON DOUBLE WORD BOUNDARY	L3201570
0001B8I	C400 FFF8	166		NHI	R0,X'FFF8'		L3201580
0001BCI	5000 829C	167		ST	R0,BIAS	SET NEW BIAS AND LOC	L3201590
0001C0I	5000 8294	168		ST	R0,LOC		L3201600
0001C4I	07AA	169		XR	A,A		L3201610
0001C6I	DE70 81E8	170		OC	ONE,ASMB		L3201620
0001CAI	987A	171		WHR	ONE,A	ZERO DISPLAY	L3201630
0001CCI	58A0 8284	172		L	A,LOCX	TRANSFER IF END/TRANSFER SPECIFIED	L3201640
0001D0I	023A	173		BNZR	A		L3201650
0001D2I	E6A0 FEE8	174		LA	A,CONT		L3201660
0001D6I	4300 FFD0	175		B	PSW	GO WAIT	L3201670
0001DAI	D3F5 628A	176	LDX	LB	ABSF,BUFF+4(PICK)	PROCESS XFER ADDR	L3201680
0001DEI	0A57	177		AR	PICK,ONE		L3201690
0001E0I	4130 8106	178		BAL	R3,GETT	GET THE ADDRESS	L3201700
0001E4I	50D0 826C	179		ST	D,LOCX	SAVE IT	L3201710
0001E8I	4300 FF22	180		B	LOOP	CONT	L3201720
0001ECI	08FE	181	PROADR	LR	ABSF,E	PROCESS PROGRAM ADDRESS	L3201730
0001EEI	4130 80F8	182		BAL	R3,GETT	GET 3 BYTE ADDR	L3201740
0001F2I	E630 FEA4	183	LDL0	LA	R3,START	GET START ADDR OF LDR	L3201750
0001F6I	0503	184		CLR	D,R3	LESS ?	L3201760
0001F8I	2186	185		BLS	LDLX		L3201770
0001FAI	E630 82E4	186		LA	R3,LTOP	GET TOP OF LDR	L3201780
0001FEI	05D3	187		CLR	D,R3	LESS?	L3201790
000200I	4280 FF92	188		BL	ADER		L3201800
000204I	50D0 8250	189	LDLX	ST	D,LOC	STORE NEW LOC	L3201810
000208I	55D0 8254	190	LDL1	CL	D,PTOP	NOT LESS THAN PTOP	L3201820
00020CI	2183	191		BLS	LOOP4		L3201830
00020EI	50D0 824E	192		ST	D,PTOP	STORE NEW PTOP	L3201840
000212I	4300 FEF8	193	LOOP4	B	LOOP	CONT	L3201850
000216I	4120 80EC	194	REL2B	BAL	R2,WORDH	GET * BYTES	L3201860
00021AI	5AD0 823E	195		A	D,BIAS	ADD BIAS	L3201870
00021EI	4280 FF5C	196		BC	LERR		L3201880
000222I	58C0 8232	197		L	C,LOC	GET LOC	L3201890

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000226I	40DC	0000	198		STH	D,0(C)	STORE ADDRESS	L3201900
00022AI	26C2		199		AIS	C,2	BUMP LOC	L3201910
00022CI	08DC		200	REL2B2	LR	D,C		L3201920
00022EI	4300	FFC0	201		B	LDL0	GO PROCESS NEW LOC	L3201930
000232I	4120	80D0	202	REL4B	BAL	R2,WORDH	GET 2 BYTES	L3201940
000236I	08BD		203		LR	B,D		L3201950
000238I	EDB0	0010	204		SLL	B,16	SHIFT OVER 16	L3201960
00023CI	4120	80C6	205		BAL	R2,WORDH	GET 2 MORE BYTES	L3201970
000240I	06DB		206		OR	D,B	COMBINE	L3201980
000242I	5AD0	8216	207		A	D,BIAS	ADD BIAS	L3201990
000246I	58C0	820E	208		L	C,LOC	GET 0C AND STORE	L3202000
00024AI	40DC	0002	209		STH	D,2(C)		L3202010
00024EI	34D0		210		EXHR	D,D		L3202020
000250I	40DC	0000	211		STH	D,0(C)		L3202030
000254I	26C4		212		AIS	C,4	BUMP LOC AND PROCESS NEW LOC	L3202040
000256I	4300	FFD2	213		B	REL2B2		L3202050
00025AI	4120	80A8	214	AR33	BAL	R2,WORDH	GET ADS BYTES	L3202060
00025EI	58C0	81F6	215		L	C,LOC	STORE AND BUMP LOC AND	L3202070
000262I	40DC	0000	216		STH	D,0(C)	PROCESS REST AS 4 BYTE REL	L3202080
000266I	26C2		217		AIS	C,2		L3202090
000268I	50C0	81EC	218		ST	C,LOC		L3202100
00026CI	C5E0	0016	219		CLHI	E,X'16'		L3202110
000270I	4330	FFA2	220		BE	REL2B		L3202120
000274I	4300	FFBA	221		B	REL4B		L3202130
000278I	03F5	81EC	222	RFIN	LB	ABSF,BUFF+4(PICK)	PROCESS REF ADR CHAIN BEGINNING	L3202140
00027CI	2651		223		AIS	PICK,1	GET MODE	L3202150
00027EI	4130	8068	224		BAL	R3,GETT	GET ADDR	L3202160
000282I	5000	81C6	225		ST	D,REF	SAVE	L3202170
000286I	4300	FE84	226		B	LOOP	CONT	L3202180
00028AI	03F5	81DA	227	DFIN	LB	ABSF,BUFF+4(PICK)	PROCESS DEF ADDR AND DO CHAINING	L3202190
00028EI	2651		228		AIS	PICK,1	GET MODE	L3202200
000290I	4130	8056	229		BAL	R3,GETT	GETT ADDR	L3202210
000294I	50D0	81B8	230		ST	D,DEF		L3202220
000298I	2209		231		BS	DFIN-4		L3202230
00029AI	58D0	81B2	232	FCHAIN	L	D,DEF		L3202240
00029EI	082D		233		LR	R2,D		L3202250
0002A0I	EC20	0010	234		SRL	R2,16		L3202260
0002A4I	58E0	81A4	235		L	E,REF	GET REF POINT	L3202270
0002A8I	73CE	0002	236	CH1	LHL	C,2(E)	GET NEXT CHAIN ENTRY	L3202280
0002ACI	D33E	0001	237		LB	R3,1(E)		L3202290
0002B0I	D22E	0001	238		STB	R2,1(E)	STORE PARTS OF DEF ADDR: 1BYTE	L3202300
0002B4I	40DE	0002	239		STH	D,2(E)	2BYTES	L3202310
0002B8I	3433		240		EXHR	R3,R3		L3202320
0002BAI	06C3		241		OR	C,R3		L3202330
0002BCI	08EC		242		LR	E,C	END OF CHAIN?	L3202340
0002BEI	4330	FE4C	243	CH10	BZ	LOOP		L3202350
0002C2I	05CD		244		CLR	C,D	REF/DEF LOOP	L3202360
0002C4I	4330	FED2	245	CH11	BE	RELP	YES	L3202370
0002C8I	4300	FFDC	246		B	CH1		L3202380
0002CCI	58E0	817C	247	HCHAIN	L	E,REF	DO HALFWORD CHAIN	L3202390
0002D0I	58D0	817C	248		L	D,DEF		L3202400
0002D4I	73CE	0000	249	CH2	LHL	C,0(E)		L3202410
0002D8I	40DE	0000	250		STH	D,0(E)		L3202420
0002DCI	08EC		251		LR	E,C		L3202430
0002DEI	4330	FE2C	252		BZ	LOOP		L3202440
0002E2I	05CD		253		CLR	C,D		L3202450

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0002E4I	4330	FFDC	254		BE	CH11			L3202460
0002E8I	220A		255		BS	CH2			L3202470
0002EAI	D305	817A	256	GETT	LB	R0,BUFF+4(PICK)	GET 3 BYTE ADDR AND ADD IN BIAS		L3202480
0002EEI	2651		257		AIS	PICK,1			L3202490
0002FOI	4120	8012	258		BAL	R2,WORDH	GET 200 2 BYTES		L3202500
0002F4I	ED00	0010	259		SLL	R0,16			L3202510
0002F8I	06D0		260		OR	D,R0			L3202520
0002FAI	C5F0	0004	261		CLHI	ABSF,X'4'	ABS?		L3202530
0002FEI	0333		262		BER	R3			L3202540
000300I	5AD0	8158	263		A	D,BIAS	ADD IN BIAS		L3202550
000304I	0303		264		BR	R3			L3202560
000306I	D305	815E	265	WORDH	LB	D,BUFF+4(PICK)	GET 2BYTES FROM BUFFER		L3202570
00030AI	D3C5	815B	266		LB	C,BUFF+5(PICK)			L3202580
00030EI	2652		267		AIS	PICK,2			L3202590
000310I	1108		268		SLLS	D,8			L3202600
000312I	06DC		269		OR	D,C			L3202610
000314I	0302		270		BR	R2			L3202620
000316I	58D0	813E	271	ABS DAT	L	D,LOC	PROCESS ADS DATA		L3202630
00031AI	CBE0	001F	272		SHI	E,X'1F'	ADJUST VECTOR		L3202640
00031EI	0AEE		273		AR	E,E			L3202650
000320I	D3C5	8144	274	ABSLP	LB	C,BUFF+4(PICK)	MOVE BYTES		L3202660
000324I	D2CD	0000	275		STB	C,0(D)			L3202670
000328I	2651		276		AIS	PICK,1			L3202680
00032AI	26D1		277		AIS	D,1			L3202690
00032CI	27E1		278		SIS	E,1			L3202700
00032EI	2037		279		BNZS	ABSLP			L3202710
000330I	4300	FEBE	280		B	LDL0	SET NEW LOC WHEN DONE		L3202720
000334I	D300	0078	281	INPUT	LB	DEV,BINDV	GET INPUT DEVICE		L3202730
000338I	C300	0001	282		THI	DEV,1	TTY?		L3202740
00033CI	2139		283		BNZS	IN1	NO		L3202750
00033EI	DED0	8104	284	INP1	OC	DEV,TWRT	YES,WRITE MODE COMMAND		L3202760
000342I	2042		285		BOS	INP1			L3202770
000344I	4130	80D8	286		BAL	R3,DEVCHK	WAIT FOR BUSY LOW		L3202780
000348I	DAD0	80FC	287	IN0	WD	DEV,XON	START TAPE READER	R02	L3202790
00034CI	2042		288		BOS	INO	*	R02	L3202800
00034EI	DED0	0079	289	IN1	OC	DEV,BINDV+1	*SET WRITE MODE		L3202810
000352I	2042		290		BOS	IN1	*	R02	L3202820
000354I	C300	0004	291		THI	DEV,4	MAG TAPE DEVICE?		L3202830
000358I	4230	6088	292		BNZ	MTCAS	YES		L3202840
00035CI	07EE		293	IN2	XR	CBA,CBA	CLEAR BUFFER POINTER		L3202850
00035EI	40E0	80E0	294		STH	CBA,CFLG	AND FLAGS		L3202860
000362I	40E0	80DE	295		STH	CBA,8FLG			L3202870
000366I	08CE		296		LR	ZERO,CBA			L3202880
000368I	4130	80B4	297	READIT	BAL	R3,DEVCHK	CHECK FOR BUSY		L3202890
00036CI	9BD1		298	RD,DTA	RDR	DEV,DAT	GET DATA	R02	L3202900
00036EI	2041		299		BOS	RD,DTA	*	R02	L3202910
000370I	9A71		300		WDR	ONE,DAT	SEND TO LIGHTS		L3202920
000372I	48A0	80CC	301		LH	AC1,CFLG	GET ZONE FLAG		L3202930
000376I	4220	8042	302		BP	STORE	BRANCH IF NON-ZONED		L3202940
00037AI	2118		303		BMS	TESTB	BRANCH IF ZONED		L3202950
00037CI	C510	00F0	304		CLHI	DAT,X'F0'	CHECK IF OUT		L3202960
000380I	2135		305		BNES	TESTB	NOT ZONED		L3202970
000382I	4070	80BC	306		STH	ONE,CFLG	ZONED SET FLAG		L3202980
000386I	4300	FFDE	307		B	READIT	CONTINUE		L3202990
00038AI	08A1		308	TESTB	LR	AC1,DAT	GET DATA AND CHECK		L3203000
00039CI	C4A0	000F	309		NHI	AC1,15	FOR VADID ZONE		L3203010

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000390I	D3AA	809E	310	LB	AC1,ZTAB(AC1)		L3203020		
000394I	051A		311	CLR	DAT,AC1		L3203030		
000396I	4230	FFCE	312	BNE	READIT	INVALID ZONE, SKIP CHAR	L3203040		
00039AI	48A0	80A6	313	LH	AC1,BFLG	CHECK FLIP SWITCH	L3203050		
00039EI	4230	8010	314	BNZ	ASMB		L3203060		
0003A2I	4070	809E	315	STH	ONE,BFLG	SET IT	L3203070		
0003A6I	08B1		316	LR	CRB,DAT		L3203080		
0003A8I	11B4		317	SLLS	CRB,4	GET TOP 4 BITS	L3203090		
0003AAI	4060	8094	318	STH	SEQNUM,CFLG	SET ZONE FLAG	L3203100		
0003AEI	4300	FFB6	319	B	READIT		L3203110		
0003B2I	40C0	808E	320	ASMB	STH	ZERO,BFLG	RESET FLIP SWITCH	L3203120	
0003B6I	C410	000F	321	NHI	DAT,15		L3203130		
0003BAI	061B		322	OR	DAT,CRB	OR IN OTHER 4 BITS	L3203140		
0003BCI	021E	80A4	323	STORE	STB	DAT,BUFF(CBA)	STORE A BYTE	L3203150	
0003COI	0AE7		324	AR	CBA,ONE	BUMP POINTER	L3203160		
0003C2I	C5E0	007E	325	CLHI	CBA,126	DONE?	L3203170		
0003C6I	4280	FF9E	326	BL	READIT	NO,LOOP	L3203180		
0003CAI	C300	0001	327	THI	DEV,1	TTY ?	L3203190		
0003CEI	2139		328	BNZS	DVROUT	NO,BRANCH	L3203200		
0003DOI	DED0	8072	329	TTYOFF	OC	DEV,TWRT	TAPE OFF	L3203210	
0003D4I	2042		330	BOS	TTYOFF	*	R02	L3203220	
0003D6I	9DD1		331	SSR	DEV,DAT		L3203230		
0003D8I	20F1		332	BTBS	15,1		L3203240		
0003DAI	DA00	806B	333	TTYOFF1	WD	DEV,XOFF	*	R02	L3203250
0003DEI	2042		334	BOS	TTYOFF1	*	R02	L3203260	
0003EOI	2485		335	DVROUT	LIS	TWO,5	SET RETRY COUNTER	L3203270	
0003E2I	0302		336	BR	R2	RETURN	L3203280		
0003E4I	9DD1		337	MTCAS	SSR	DEV,DAT	L3203290		
0003E6I	2325		338	BNPS	MTCAS1	EOM? NO	L3203300		
0003E8I	4130	803C	339	BAL	R3,MTCHK	CHECK NO MOTION	L3203310		
0003ECI	4300	FF5E	340	B	INI		L3203320		
0003FOI	E640	8070	341	MTCAS1	LA	BYTE,BUFF	L3203330		
0003F4I	E650	80E9	342	LA	BYTE+1,BUFF+125		L3203340		
0003F8I	97D4		343	RBR	DEV,BYTE	READ A RECORD	L3203350		
0003FAI	4130	8022	344	BAL	R3,DEVCHK		L3203360		
0003FEI	4320	801E	345	BNP	DEVCHK		L3203370		
000402I	C310	00A0	346	THI	DAT,X'A0'		L3203380		
000406I	4330	FFD6	347	BZ	DVROUT		L3203390		
00040AI	4130	801A	348	BAL	R3,MTCHK		L3203400		
00040EI	DED0	8036	349	OC	DEV,BAKREC	BACKSPACE	L3203410		
000412I	4130	8012	350	BAL	R3,MTCHK	NO MOTION WAIT	L3203420		
000416I	0887		351	SR	TWO,ONE	2 RETRYs?	L3203430		
000418I	4310	FF32	352	BNM	INI		L3203440		
00041CI	4300	FD6E	353	MTERR	B	CERR	YES,ERROR	L3203450	
000420I	9DD1		354	DEVCHK	SSR	DEV,DAT	DEVICE STATUS CHECK	L3203460	
000422I	2013		355	BMS	MTERR		L3203470		
000424I	2082		356	BCS	DEVCHK		L3203480		
000426I	0303		357	BR	R3		L3203490		
000428I	9DD1		358	MTCAS1	SSR	DEV,DAT	MAG TAPE/CASSETTE NO MOTION CHECK	L3203500	
00042AI	C410	0010	359	NHI	DAT,X'10'		L3203510		
00042EI	2233		360	BZS	MTCHK		L3203520		
000430I	0303		361	BR	R3		L3203530		
000432I	9081		362	*	TABLE OF NON-PRINTING ASCII SET		L3203540		
000434I	8283		363	ZTAB	DC	X'9081',X'8283',X'8495',X'9697',X'9899',X'9A9B',X'9C9D'	L3203550		
000436I	8495								

000438I	9697					
00043AI	9899					
00043CI	9A9B					
00043EI	9C9D					
000440I	9E9F					
000442I	0000	364	DC	X'9E9F'		L3203560
000444I	0000	365	CFLG	DC	X'0'	L3203570
000446I	98A9	366	BFLG	DC	X'0'	L3203580
000448I	9193	367	TWRT	DC	X'98A9'	L3203590
	0000 0449I	368	XON	DC	X'9193'	L3203600
	0000 0448I	369	XOFF	EQU	XON+1	L3203610
00044AI	A320	370	BAKREC	EQU	XON	L3203620
	0000 044BI	371	SKIP	DC	X'A320'	L3203630
		372	MTCLR	EQU	SKIP+1	L3203640
00044CI		373		ALIGN	4	L3203650
00044CI		374	REF	DS	4	L3203660
000450I		375	DEF	DS	4	L3203670
000454I		376	LOCX	DS	4	L3203680
000458I		377	LOC	DS	4	L3203690
00045CI		378	BIAS	DS	4	L3203700
000460I		379	PTOP	DS	4	L3203710
000464I		380	BUFF	DS	126	L3203720
0004E2I		381	LTOP	END		L3203730

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NO ERRORS 0 SQUEZ PASSES

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A	0000 000A	26	57	58	59	59	60	60	62	63	64	65	67	69
		71	73	74	79	81	82	83	84	85	86	87	87	88
		110	111	112	121	123	128	128	129	146	151	153	155	157
		159	161	169	169	171	172	173	174					
ABSDAT	0000 0316I	125												
ABSF	0000 000F	90	176	181	222	227	261							
ABSLP	0000 0320I	279												
ABSTOP	0000 0000													
AC1	0000 000A	301	308	309	310	310	311	313						
ADC	0000 0004													
ADER	0000 0196I	188												
AR33	0000 025AI	135	136											
ASMB	0000 0382I	147	158	170	314									
B	0000 000B	29	58	62	68	70	72	129	130	203	204	206		
BAKREC	0000 0448I	349												
RFLG	0000 0444I	295	313	315	320									
BIAS	0000 045CI	85	167	195	207	263								
RINDV	0000 0078	38	50	93	281	289								
BKSPC	0000 0040I	44												
BOOT	0000 0008I	32												
BOOT.3	0000 0000I	54												
BUFF	0000 0464I	56	111	116	121	176	222	227	256	265	266	274	323	341
		342												
BYTE	0000 0004	341	342	343										
C	0000 000C	30	70	71	109	109	111	114	197	198	199	200	208	209
		211	212	215	216	217	218	236	241	242	244	249	251	253
		266	269	274	275									
CBA	0000 000E	293	293	294	295	296	323	324	325					
CERR	0000 018E1	115	353											
CFLG	0000 0442I	294	301	306	318									
CH1	0000 02A8I	246												
CH10	0000 02BE1													
CH11	0000 02C4I	254												
CH2	0000 02D4I	255												
CKIT	0000 00F6I	113												
CLEAR	0000 00BA1													
CONT	0000 00BE1	174												
CRR	0000 000B	96	97	97	98	102	316	317	322					
D	0000 000D	25	66	74	179	184	187	189	190	192	195	198	200	203
		206	207	209	210	210	211	216	225	230	232	233	239	244
		248	250	253	260	263	265	268	269	271	275	277		
DAT	0000 0001	298	300	304	308	311	316	321	322	323	331	337	346	354
		358	359											
DEF	0000 0450I	230	232	248										
DEV	0000 000D	93	94	101	281	282	284	287	289	291	298	327	329	331
		333	337	343	349	354	358							
DEVCHK	0000 0420I	286	297	344	345	356								
DFIN	0000 028AI	136	231											
DVROUT	0000 03E0I	328	347											
F	0000 000E	28	123	124	126	148	161	219	235	236	237	238	239	242
		247	249	250	251	272	273	273	278					
END	0000 01B2I	131												

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READIT	0000	0368I	307	312	319	326			
REDEF	0000	00A0I							
REDEF1	0000	00A6I	80						
REF	0000	044CI	225	235	247				
REL2B	0000	0216I	133	220					
REL2B2	0000	022CI	213						
REL4B	0000	0232I	133	221					
RELOC	0000	0050I							
RELOC2	0000	0056I	65						
RELP	0000	019AI	245						
RELPT	0000	1000	48	52	56	56			
RESET	0000	016EI	131						
RFIN	0000	0278I	135						
RTN	0000	0002							
SEGLN	0000	0172I	137						
SEQNUM	0000	0006	89	89	106	116	139	139	318
SERR	0000	0192I	117						
SKIP	0000	044AI	101	372					
SKPFM	0000	0008I	103						
START	0000	009AI	68	183					
STORE	0000	03BCI	302						
TESTB	0000	038AI	303	305					
TFIND	0000	0076I	56	61					
TTYOFF	0000	0300I	330						
TTYOFF1	0000	030AI	334						
TWO	0000	0008	107	335	351				
TWRT	0000	0446I	284	329					
WORDH	0000	0306I	194	202	205	214	258		
XOFF	0000	0449I	333						
XON	0000	0448I	287	369	370				
ZERO	0000	000C	296	320					
ZTAB	0000	0432I	310						

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APPENDIX 8 (Continued)

PROG= BOOT32 ASSEMBLED BY CAL 03-066R04(32-BIT)

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1  **03074003
2  **BOOT32
4      NORX3
5  * COPYRIGHT INTERDATA INC. APRIL 1975
6  *
7  * THIS PROGRAM IS A LOADER THAT READS A CORE IMAGE OF OS 32 ST OR MT
8  * FROM A 2.5,10,40,67, OR 252 MEGABYTE DISC.
9  * DEFINITION TABLE:
10 *
11 *      MEMORY LOCATION          CONTENTS
12 *      -----
13 *          X'78'                BINARY INPUT DEVICE ADR
14 *          X'79'                BINARY DEVICE CODE
15 *          X'7A'                DISC FILE ADDRESS (FILE CONTAINING OS)
16 *          X'7B'                DEVICE CODE (SEE DEVICE TABLE BELOW)
17 *          X'7C'                DISC CONTROLLER ADDRESS
18 *          X'7D'                EXTENDED SELCH ADDRESS
19 *          X'7E',X'7F'         OS EXTENSION NUMBER IN HEX
20 *      -----
21 *
22 *      DISC DEVICE CODES      DISC TYPE
23 *      -----
24 *          X'30'                2.5 MB DISC (FIXED)
25 *          X'31'                2.5 MB DISC (REMOVABLE)
26 *          X'32'                10 MB DISC (FIXED)
27 *          X'33'                10 MB DISC (REMOVABLE)
28 *          X'34'                40 MB DISC
29 *          X'35'                67 MB DISC
30 *          X'36'                252 MB DISC
31 *
32 * THE PROGRAM WILL PERFORM THE FOLLOWING UPON EXECUTION:
33 *      1.READ THE VOLUME DESCRIPTOR FROM CYLO,SECTOR0,HEAD0 OF THE
34 *      DISC
35 *      2.EXTRACT FROM THE VOLUME DESCRIPTOR THE STARTING LOGICAL SECT-
36 *      OR OF THE DIRECTORY
37 *      3. SEARCH DIRECTORY FOR FILE WITH NAME "OS32XXXX.YYY",
38 *      WHERE "XXXX" CAN BE ANY CHARACTERS, AND "YYY" IS THE
39 *      EXTENSION SPECIFIED IN X'7E,7F'
40 *      4. IF THE CORRECT OS IS NOT FOUND IN THE DIRECTORY, AND THE
41 *      EXTENSION = ZERO, THE OS POINTED TO BY THE VOLUME
42 *      DESCRIPTOR IS USED (IF ONE EXISTS).
43 *      5. THE LOADER RELOCATES ITSELF TO THE TOP OF THE OS, AND
44 *      LOADS AND BRANCHES TO THE OS.
45 *
46 *
47 * SYSGEN PARAMETERS = NONE
48 *
49 * ENTRY/EXTRN DECLARATIONS = NONE
50 *
51 *      COPY   DIR
52 *
53 *DIR                DEFINED AS DIRECTORY
54 *
55 DIR                STRUC

```

B3200010
B3200020
B3200040
B3200050
B3200060
B3200070
B3200080
B3200090
B3200100
B3200110
B3200120
B3200130
B3200140
B3200150
B3200160
B3200170
B3200180
B3200190
B3200200
B3200210
B3200220
B3200230
B3200240
B3200250
B3200260
B3200270
B3200280
B3200282
B3200284
B3200290
B3200300
B3200310
B3200320
B3200330
B3200340
B3200350
B3200360
B3200370
B3200380
B3200390
B3200400
B3200410
B3200420
B3200430
B3200440
B3200450
B3200460
B3200470
B3200480
B3200490
MCB05820
MCB05830
MCB05840
MCB05850

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0000001

000000		56	DIR.FNM	DS	8	FILE NAME		MCB05860
000008		57	DIR.EXT	DS	4	EXTENSION	-3B	MCB05870
	0000 000B	58	DIR.VERS	EQU	DIR,EXT+3	VERSION	-1B	MCB05880
00000C		59	DIR.FLBA	DS	4	FIRST LOGICAL BLOCK ADDR		MCB05890
000010		60	DIR.LLBA	DS	4	LAST LOGICAL BLOCK ADDR		MCB05900
000014		61	DIR.KEYS	DS	0	KEYS		MCB05910
000014		62	DIR.WKEY	DS	1	WRITE KEY	-1B	MCB05920
000015		63	DIR.RKEY	DS	1	READ KEY	-1B	MCB05930
000016		64	DIR.LRCL	DS	2	LOGICAL RECORD		MCB05940
000018		65	DIR.DATE	DS	4	DATE FILE ALLOCATED		MCB05950
00001C		66	DIR.LUSE	DS	4	DATE FILE LAST ASSIGNED		MCB05960
000020		67	DIR.WCNT	DS	2	WRITE COUNT		MCB05970
000022		68	DIR.RCNT	DS	2	READ COUNT		MCB05980
000024		69	DIR.ATRB	DS	1	ATTRIBUTES	-1B	MCB05990
000025		70	DIR.BKSZ	DS	1	BLOCK SIZE	-1B	MCB06000
000026		71	DIR.INBS	DS	1	INDEX BLOCK SIZE		MCB06010
000027		72		DS	1	RESERVED		MCB06020
000028		73	DIR.CSEC	DS	4	CURRENT SECTOR /# LOGICAL RECORDS		MCB06030
00002C		74		DS	4	RESERVED		MCB06040
	0000 0003	75	DIRA.ACB	EQU	3			MCB06050
	0000 0010	76	DIRA.ACM	EQU	X'10'			MCB06060
	0000 0007	77	DIRA.ALB	EQU	7	PREALLOCATE BIT(DISCINIT)		MCB06070
	0000 0001	78	DIRA.ALM	EQU	X'01'	PREALLOCATE MASK		MCB06080
	0000 00F4	79	DIR.RSAS	EQU	244			MCB06090
000030		80			ENDS			MCB06100
		81	* REGISTERS EQUATE					B3200500
	0000 0000	82	U0	EQU	0	REMAINDER		B3200510
	0000 0001	83	U1	EQU	1	QUOTIENT		B3200520
	0000 0002	84	U2SELCH	EQU	2	SLECH ADDRESS		B3200530
	0000 0003	85	U3CTRL	EQU	3	CONTROLLER ADDRESS		B3200540
	0000 0004	86	U4DEV	EQU	4	DISC ADDRESS		B3200550
	0000 0005	87	U5DEVCD	EQU	5	DEVICE CODE		B3200560
	0000 0006	88	U6LOOP	EQU	6	DISC READ LOOP ADDRESS		B3200570
	0000 0007	89	U7STARTA	EQU	7	VOLUME DESCRIPTOR START ADDRESS		B3200580
	0000 0008	90	U8ENDA	EQU	8	VOLUME DESCRIPTOR ENDING ADDRESS		B3200590
	0000 0009	91	U9CYLN	EQU	9	DISC CYLINDER NUMBER		B3200600
	0000 000A	92	UAHEADN	EQU	10	DISC HEAD NUMBER		B3200610
	0000 000B	93	UBSECN	EQU	11	DISC SECTOR NUMBER		B3200620
	0000 000C	94	UCLSECN	EQU	12	DISC LOGICAL SECTOR NUMBER		B3200630
	0000 000D	95	UDBIAS	EQU	13	TOP OF OS IMAGE BIAS		B3200640
	0000 000E	96	UELINK	EQU	14	LINK ADDRESS FOR SUBROUTINE CALLS		B3200650
	0000 000F	97	UF	EQU	15	USER REGISTER 15		B3200660
		98	*					B3200670
	0000 0001	99	R1	EQU	1	REG 1		B3200680
	0000 0002	100	R2	EQU	2	REG 2		B3200690
	0000 0003	101	R3	EQU	3	REG 3		B3200700
	0000 0004	102	R4	EQU	4	REG 4		B3200710
	0000 007A	103	DEVA	EQU	X'7A'	DISC FILE ADDRESS LOCATION		B3200720
	0000 007B	104	DEVCD	EQU	X'7B'	DEVICE CODE LOCATION		B3200730
	0000 007C	105	CTRLA	EQU	X'7C'	CONTROLLER ADDRESS LOCATION		B3200740
	0000 007D	106	SELCHA	EQU	X'7D'	SELCH ADDRESS LOCATION		B3200750
	0000 0060	107	OSINITA	EQU	X'60'	OS INITIALIZATION ADDRESS		B3200760
	0000 1000	108	BOOTADR	EQU	X'1000'	BOOT START ADDRESS		B3200770

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APPENDIX 9 (Continued)

BOOTSTRAP LOADER / ABSOLUTE SEGMENT 1

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000000I		110	ORG	X'80'		B3200790
000080	2410	111	BOOTLDR	LIS	R1,0	INITIALIZE II NEW PSW
000082	4830 009E	112		LH	R3,INITADR	B3200800
000086	4840 00A0	113		LH	R4,INITADR+2	B3200810
00008A	4010 0030	114		STH	R1,X'30'	B3200820
00008E	4010 0032	115		STH	R1,X'32'	STORENEW PSW IN LOC X'30'
000092	4030 0034	116		STH	R3,X'34'	B3200830
000096	4040 0036	117		STH	R4,X'36'	B3200840
00009A	C200 0030	118		LPSW	X'30'	B3200850
00009E	0000 00A2	119	INITADR	DC	A(INIT)	B3200860
						B3200870
						B3200880

	0000 00A2	121	INIT	EQU	*	B3200900
0000A2	D340 0078	122		LB	U4DEV,X'78'	GET BINARY INPUT UNIT NUMBER
0000A6	D740 00C8	123	BOOTSTRP	RB	U4DEV,BOTRANGE	READ IN SUCCEEDING SEGMENTS
0000AA	4300 100E	124		B	BOOTADR+BOOTSTRT-CNV	
0000AE		125		DO	X'C8'-*	B3200930
0000AE	00	126		DB	0	B3200940
0000AF	00	126		DB	0	B3200950
0000B0	00	126		DB	0	B3200950
0000B1	00	126		DB	0	B3200950
0000B2	00	126		DB	0	B3200950
0000B3	00	126		DB	0	B3200950
0000B4	00	126		DB	0	B3200950
0000B5	00	126		DB	0	B3200950
0000B6	00	126		DB	0	B3200950
0000B7	00	126		DB	0	B3200950
0000B8	00	126		DB	0	B3200950
0000B9	00	126		DB	0	B3200950
0000BA	00	126		DB	0	B3200950
0000BB	00	126		DB	0	B3200950
0000BC	00	126		DB	0	B3200950
0000BD	00	126		DB	0	B3200950
0000BE	00	126		DB	0	B3200950
0000BF	00	126		DB	0	B3200950
0000C0	00	126		DB	0	B3200950
0000C1	00	126		DB	0	B3200950
0000C2	00	126		DB	0	B3200950
0000C3	00	126		DB	0	B3200950
0000C4	00	126		DB	0	B3200950
0000C5	00	126		DB	0	B3200950
0000C6	00	126		DB	0	B3200950
0000C7	00	126		DB	0	B3200950
	0000 1270	127	S1END	EQU	BOOTADR+LENGTH	B3200950
0000C8	0000 1000	128	BOTRANGE	DC	BOOTADR	B3200960
0000CC	0000 1270	129		DC	S1END	B3200970
						B3200980

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APPENDIX 9 (Continued)

BOOTSTRAP LOADER / RELOCATABLE SEGMENT 2

		131	*-----MAIN LOGIC STARTS HERE		B3201000
	0000 00D0	132	SEGMENT2 EQU	*	B3201010
		133	*		B3201020
		134	*.....CONVERT HFX TO ASCII SUBROUTINE		B3201030
		135	*		B3201040
000000	CAF0 0030	136	CNV	AHI UF,X'30'	B3201050
0000D4	C5F0 003A	137		CLHI UF,X'3A'	B3201060
0000D8	028E	138		BLR UELINK	B3201070
0000DA	26F7	139		AIS UF,7	B3201080
0000DC	030E	140		BR UELINK	B3201090
		141	*		B3201100
0000DE	E6D0 0F30	142	BOOTSTRT	LDAI UDRIAS,BOOTADR-SEGMENT2	B3201110
0000E2	D1E0 0078	143		LM UELINK,X'78'	B3201120
0000E6	D0ED 0340	144		STM UELINK,SAVE(UDBIAS)	B3201130
0000EA	D3F0 007E	145		LB UF,X'7E' GET 1ST BYTE OF EXTENSION	B3201140
0000EE	C4F0 000F	146		NHI UF,X'F' REMOVE TOP NIBBLE	B3201150
0000F2	41ED 00D0	147		BAL UELINK,CNV(UDBIAS) CONVERT TO ASCII	B3201160
0000F6	D2FD 0325	148		STB UF,VERS+1(UDBIAS)	B3201170
0000FA	D3F0 007F	149		LB UF,X'7F' GET 2ND CHAR OF EXT.	B3201180
0000FE	10F4	150		SRLS UF,4	B3201190
000100	41ED 00D0	151		BAL UELINK,CNV(UDBIAS) CONVERT 2ND TP ASCII	B3201200
000104	D2FD 0326	152		STB UF,VERS+2(UDBIAS)	B3201210
000108	D3F0 007F	153		LB UF,X'7F'	B3201220
00010C	C4F0 000F	154		NHI UF,X'F'	B3201230
000110	41ED 00D0	155		BAL UELINK,CNV(UDBIAS) CONVERT 3RD CHAR	B3201240
000114	D2FD 0327	156		STB UF,VERS+3(UDBIAS)	B3201250
000118	D320 007D	157		LB U2SELCH,SELCHA GET SELCH ADR.	B3201260
00011C	D330 007C	158		LB U3CTRL,CTRLA GET CTRL ADR	B3201270
000120	D340 007A	159		LB U4DEV,DEVA GET DEV ADR	B3201280
000124	2450	160		LIS U5DEVCD,0 TABLE INDEX 10 MB OR SMALLER	B3201284
000126	D3F0 007B	161		LB UF,DEVCD	B3201286
00012A	CBF0 0033	162		SHI UF,X'33' 10 MB OR SMALLER ?	B3201288
*00012E	2323	163		BSTRT1 BNP UF,1 R IF YES	B3201290
000130	11F1	164		SLLS UF,1	B3201292
000132	085F	165		LR U5DEVCD,UF USE DCOD FOR INDEX	B3201294
	0000 0134	166	BOSTRT1	EQU *	B3201296
000134	E67D 0350	167		LDAI U7STARTA,VDBUF(UDBIAS) GET VD START ADR	B3201300
000138	E68D 044F	168		LDAI U8ENDA,VDBUFE(UDBIAS) GET VD END ADR	B3201310
00013C	07CC	169		XAR UCLSECN,UCLSECN SET LOGICAL SECTOR NO TO 0	B3201320
00013E	41ED 01FC	170		BAL UELINK,READ(UDBIAS) READ VD	B3201330
000142	D1ED 035C	171		LM UELINK,VD,OSP(UDBIAS) SAVE OS INFO FROM V.D	B3201340
000146	D0ED 0348	172		STM UELINK,OSP(UDBIAS)	B3201350
		173	*		B3201360
		174	*.....SEARCH DIRECTORY FOR PROPER OS REVISION		B3201370
		175	*		B3201380
00014A	58CD 0358	176		LDA UCLSECN,VD,FDP(UDBIAS)	B3201390
00014E	433D 019C	177		BZ XX.070(UDBIAS) B IF NO DIRECTORY	B3201400
000152	E67D 0350	178	XX.000	LDAI U7STARTA,VDBUF(UDBIAS)	B3201410
000156	41ED 01FC	179		BAL UELINK,READ(UDBIAS)	B3201420
00015A	E6ED 0354	180		LDAI UELINK,VDBUF+4(UDBIAS) POINT TO FIRST ENTRY	B3201430
00015E	2415	181		LIS U1,5 LOOP COUNTER	B3201440
000160	F8F0 4F53 3332	182		LI UF,C'OS32' SET OS MASK	B3201450
	0000 0166	183	XX.010	EQU *	B3201460
000166	D37E 0024	184		LB U7STARTA,DIR,ATRB(UELINK) GET ATTRIBUTE INFO	B3201470

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APPENDIX 9 (Continued)

BOOTSTRAP LOADER / RELOCATABLE SEGMENT 2

00016A	C370	0010	185	THI	U7STARTA,DIRA.ACM	THIS ENTRY ACTIVE?	B3201480
*00016E	233E		186	BZ	XX.050	B IF NOT	B3201490
000170	C370	00E0	187	THI	U7STARTA,X'E0'	CONTIG FILE?	B3201500
*000174	213B		188	BNZ	XX.050	B IF NOT	B3201510
000176	55FE	0000	189	CL	UF,DIR.FNM(UELINK)	IS THIS AN OS FILE?	B3201520
*00017A	2138		190	BNE	XX.050	IF NOT, BRANCH. (CHECK NEXT)	B3201530
00017C	586E	0008	191	L	U6LOOP,DIR.EXT(UELINK)	GET FILE EXTENSION	B3201540
000180	1068		192	SRLS	U6LOOP,8	POSITION RIGHT ONE BYTE	B3201550
000182	556D	0324	193	CL	U6LOOP,VERS(UDBIAS)	IS THIS DESIRED VERSION?	B3201560
000186	433D	01B2	194	BE	XX.100(UDBIAS)	B IF OS FOUND	B3201570
00018A	CAE0	0030	195	XX.050	AHI UELINK,48	BUMP FETCH POINTER	B3201580
00018E	2711		196	SIS	U1,1	DEC ENTRY COUNTER	B3201590
000190	423D	0166	197	BNZ	XX.010(UDBIAS)	NOT DONE, CHECK MORE	B3201600
000194	58CD	0350	198	LDA	UCLSECN,VDBUF(UDBIAS)	DONE WITH THIS SECT. ANYMORE?	B3201610
000198	423D	0152	199	BNZ	XX.000(UDBIAS)	YES, GET MORE	B3201620
	0000	019C	200	XX.070	EQU *		B3201630
			201	*	PROPER OS	NOT IN DIRECTORY, LOOK IN VOL DESCRIPTOR	B3201640
00019C	4810	007E	202	LH	U1,X*7E'	EXTENSION ?	B3201650
0001A0	423D	02F0	203	BNZ	E.1(UDBIAS)	B IF YES	B3201660
0001A4	58CD	0348	204	L	UCLSECN,OSP(UDBIAS)	GET POINTER TO OS	B3201670
0001A8	433D	02F0	205	BZ	E.1(UDBIAS)	B IF NO OS	B3201680
0001AC	586D	034C	206	L	U8ENDA,OSS(UDBIAS)		B3201690
*0001B0	2307		207	B	XX.180	GO TO COMMON LOADER	B3201710
			208	*			B3201720
			209	*	OS FOUND, DETERMINE SIZE		B3201730
			210	*			B3201740
	0000	01B2	211	XX.100	EQU *		B3201750
0001B2	58CE	000C	212	LDA	UCLSECN,DIR.FLBA(UELINK)	PICK UP FILE 1ST LBA	B3201760
0001B6	588E	0010	213	L	U8ENDA,DIR.LLBA(UELINK)	PICK UP FILE EXTENT	B3201780
0001BA	0B8C		214	SR	U8ENDA,UCLSECN		B3201783
0001BC	26C1		215	AIS	UCLSECN,1	BUMP PAST LIB BLOCK	B3201786
	0000	01BE	216	XX.180	EQU *		B3201790
0001BE	1188		217	SLLS	U8ENDA,8	CONV LEN TO BYTES	B3201800
0001C0	0818		218	LR	U1,U8ENDA		B3201810
0001C2	E6F0	1118	219	LDAI	UF,BOOTADR+SEGMENT3-SEGMENT2		B3201820
0001C6	580F	0000	220	RELOCATE	LDA U0,0(UF)	RELOCATE SEGMENT 2	B3201830
0001CA	5001	0000	221	STA	U0,0(U1)		B3201840
0001CE	5901	0000	222	C	U0,0(U1)	MOVING INTO GOOD MEMORY ?	B3201850
0001D2	423D	0308	223	BNE	E.7(UDBIAS)	B IF NO	B3201860
0001D6	26F4		224	AIS	UF,ADC		B3201870
0001D8	2614		225	AIS	U1,ADC		B3201880
0001DA	C5F0	1278	226	CLHI	UF,LASTLOC+1-SEGMENT2+BOOTADR		B3201890
0001DE	208C		227	BLS	RELOCATE		B3201900
0001E0	08D8		228	LR	UDBIAS,U8ENDA		B3201910
*0001E2	CB00	01E8	229	SAI	UDBIAS,SEGMENT3		B3201920
0001E6	0308		230	BR	U8ENDA	GO TO SEGMENT3	B3201930

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APPENDIX 9 (Continued)

BOOTSTRAP LOADER / RELOCATABLE SEGMENT 3

0001E8		232	CNOP	4		B3201950
	0000 01E8	233	SEGMENT3	EQU	*	B3201960
0001E8	2781	234		SIS	U8FNDA,1	B3201970
0001EA	0777	235	READOS	XAR	U7STARTA,U7STARTA SET OS IMAGE LOAD ADR	B3201980
0001EC	41ED 01FC	236		BAL	UELINK,READ(UDBIAS) READ OS	B3201990
0001F0	D1ED 0340	237		LM	UELINK,SAVE(UDBIAS)	B3202000
0001F4	D0E0 0078	238		STM	UELINK,X'78'	B3202010
0001F8	4300 0060	239		B	OSINITA BRANCH TO THE OPERATING SYSTEM	B3202020
	0000 01FC	240	READ	EQU	*	B3202030
0001FC	DE2D 0328	241		OC	U2SELCH,SHSTOP(UDBIAS)	B3202040
000200	080C	242		LK	U0,UCLSECN	B3202044
000202	400D 4500 0330	243		DH	U0,SECCYL(UDBIAS,U5DEVCD)	B3202046
000208	0891	244		LR	U9CYLN,U1 QUO = CYL	B3202048
00020A	400D 4500 0338	245		DH	U0,SECTRK(UDBIAS,U5DEVCD)	B3202050
000210	08A1	246		LR	UAHEADN,U1 QUO = TRK	B3202052
000212	08B0	247		LR	UBSECN,U0 REM = SECTOR	B3202054
000214	0855	248		LR	U5DEVCD,U5DEVCD	B3202056
000216	422D 024A	249		BP	RDSK2(UDBIAS)	B3202060
		251	*-----DIABLO DISK INPUT ROUTINE			B3202080
00021A	DE3D 0328	253	RDSK1	OC	U3CTRL,CTRESET(UDBIAS) RESET CONTROLLER	B3202100
00021E	9D3F	254	WAIT10	SSR	U3CTRL,UF CTRL IDLE ?	B3202110
*000220	2221	255		BFC	2,WAIT10	B3202120
	0000 0222	256	WAIT15	EQU	*	B3202130
000222	9D4F	257		SSR	U4DEV,UF DEVICE UNAVAILABLE?	B3202140
000224	421D 02F4	258		BTC	1,E.2(UDBIAS) 40MB DISC NOT AVAIL	B3202150
000228	C3F0 0010	259		THI	UF,X'10'	B3202160
*00022C	2035	260		BNZ	WAIT15	B3202170
00022E	11A5	261		SLLS	UAHEADN,5	B3202240
000230	06BA	262		OR	UBSECN,UAHEADN	B3202245
000232	9849	263	RDKLOOP1	WHR	U4DEV,U9CYLN SEND CYLN NO TO DISK	B3202250
000234	DE4D 032B	264		OC	U4DEV,D1SEEK(UDBIAS) SEEK	B3202260
000238	9D3F	265	WAIT11	SSR	U3CTRL,UF CONTROLLER IDLE ?	B3202270
*00023A	2221	266		BFC	2,WAIT11 NO,WAIT	B3202280
00023C	9D4F	267	WAIT12	SSR	U4DEV,UF SEEK INCOMPLETE ?	B3202290
00023E	427D 02F8	268		BTC	7,E.3(UDBIAS) 'SEEK INC' ERROR EXIT	B3202300
*000242	2083	269		BTC	8,WAIT12 DISK NOT READY ?	B3202310
000244	416D 0296	270		BAL	U6LOOP,DKCOMMON(UDBIAS)	B3202320
000248	220B	271		BFBS	0,RDKLOOP1	B3202330

BOOTSTRAP LOADER / RELOCATABLE SEGMENT 3

			273	*-----20M, 40M, 50M DISK INPUT ROUTINE			83202350
	0000 024A		275	RDSK2	EQU	*	83202370
00024A	9D4F		276		SSR	U4DEV,UF	83202380
00024C	C3F0 0019		277		THI	UF,X'19'	83202390
000250	423D 02FC		278		BNZ	E.4(UDBIAS) SAFE ? READY ? ON-LINE ?	83202400
	0000 0254		279	RDKLOOP2	EQU	*	83202470
000254	DE4D 032C		280		OC	U4DEV,D2RATTN(UDBIAS) RESET ATTENTION FLIP FLOP	83202480
000258	9D3F		281	WAIT21	SSR	U3CTRL,UF CONTROLLER IDLE ?	83202490
*00025A	2221		282		BFC	2,WAIT21	83202500
00025C	9849		283		WHR	U4DEV,U9CYLN SEND CYL NO	83202510
00025E	DE4D 032E		284		OC	U4DEV,D2SETCYL(UDBIAS) SET CYLINDER	83202520
000262	9D3F		285	WAIT22	SSR	U3CTRL,UF CTRL IDLE ?	83202530
*000264	2221		286		BFC	2,WAIT22	83202540
000266	DE4D 032D		287		OC	U4DEV,D2RHFEAD(UDBIAS) CLEAR HEAD REG.	83202550
00026A	9D3F		288	WAIT23	SSR	U3CTRL,UF CTRL IDLE ?	83202560
*00026C	2221		289		BFC	2,WAIT23 NO,WAIT	83202570
00026E	984A		290		WHR	U4DEV,UAHEADN SEND HEAD NO	83202580
000270	DE4D 032F		291		OC	U4DEV,D2SETHED(UDBIAS) ST HEAD	83202590
000274	9D3F		292	WAIT24	SSR	U3CTRL,UF CTRL IDLE ?	83202600
*000276	2221		293		BFC	2,WAIT24	83202610
000278	DE4D 032B		294		OC	U4DEV,D2SEEK(UDBIAS) SEEK	83202620
00027C	9D3F		295	WAIT25	SSR	U3CTRL,UF CTRL IDLE ?	83202630
*00027E	2221		296		BFC	2,WAIT25	83202640
000280	9D4F		297	WAIT26	SSR	U4DEV,UF	83202650
*000282	2081		298		BTC	8,WAIT26	83202660
000284	C3F0 0053		299		THI	UF,X'53'	83202670
000288	423D 0300		300		BNZ	E.5(UDBIAS) ERROR ?	83202680
00028C	08FA		301		LDAR	UF,UAHEADN 40MB UNSAFE/SK INC/NT RDY	83202690
00028E	11FA		302		SLLS	UF,10	83202700
000290	06F9		303		OAR	UF,U9CYLN	83202710
000292	E66D 0254		304		LDAI	U6LOOP,RDKLOOP2(UDBIAS)	83202720

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APPENDIX 9 (Continued)

BOOTSTRAP LOADER / RELOCATABLE SEGMENT 3

306 *-----DISK COMMON ROUTINE B3202740

000296	3477	308	DKCOMMON	EQU	*		B3202760
000298	9A27	309		EXHR	U7STARTA,U7STARTA		B3202770
00029A	3477	310		WDR	U2SELCH,U7STARTA		B3202780
00029C	9827	311		EXHR	U7STARTA,U7STARTA		B3202790
00029E	3488	312		WHR	U2SELCH,U7STARTA		B3202800
0002A0	9A28	313		EXHR	U8FNDA,U8ENDA	SEND ENDA TO SELCH	B3202810
0002A2	3488	314		WDR	U2SELCH,U8ENDA		B3202820
0002A4	9828	315		EXHR	U8ENDA,U8ENDA		B3202830
0002A6	0855	316		WHR	U2SELCH,U8ENDA		B3202840
*0002A8	2124	317		LR	U5DEVCD,U5DEVCD	40 MB OR BIGGER	B3202850
0002AA	9849	318		BP	COMN1	B IF YES	B3202860
0002AC	9A3B	319		WHR	U4DEV,U9CYLN		B3202870
*0002AE	2303	320		WDR	U3CTRL,UBSECN		B3202880
0002B0	9A3B	321		B	COMN2		B3202890
0002B2	983F	322	COMN1	WDR	U3CTRL,UBSECN		B3202900
	0000 02B4	323		WHR	U3CTRL,UF		B3202910
0002B4	DE3D 032A	324	COMN2	EQU	*		B3202920
0002B8	DE2D 0329	325		OC	U3CTRL,CTREAD(UDBIAS)	READ -> CTRL	B3202930
0002BC	9D2F	326		OC	U2SELCH,SHGORD(UDBIAS)	GO & READ -> SELCH	B3202940
*0002BE	2081	327	WAIT31	SSR	U2SELCH,UF	SELCH BUSY ?	B3202950
0002C0	DE2D 0328	328		BTC	8,WAIT31		B3202960
0002C4	9B20	329		OC	U2SELCH,SHSTOP(UDBIAS)	STOP SELCH	B3202970
0002C6	9921	330		RDR	U2SELCH,U0	READ FIRST BYTE OF END ADR (0:23<-0)	B3202980
0002C8	3400	331		RHR	U2SELCH,U1	READ THE RESTR OF END ADR (0:16<-0)	B3202990
0002CA	0601	332		EXHR	U0,U0	SHIFT U0 LEFT BY 1 HW	B3203000
0002CC	DE2D 0328	333		QAR	U0,U1	GET END ADR	B3203010
0002D0	9D3F	334		OC	U2SELCH,SHSTOP(UDBIAS)		B3203020
*0002D2	2221	335	WAIT32	SSR	U3CTRL,UF	CTRL IDLE ?	B3203030
0002D4	421D 0304	336		BFC	2,WAIT32		B3203040
0002D8	C3F0 0010	337		BTC	1,F,6(UDBIAS)	CONT DAT XFR ERR	B3203050
0002DC	033E	338		THI	UF,X'10'	CYLINDER OVERFLOW	B3203060
0002DE	0B07	339		BZR	UELINK	NO, RETURN	B3203070
0002E0	2604	340		SAR	U0,U7STARTA	U0 = LENGTH OF DATA BLK READ - ADC	B3203080
0002E2	C400 FF00	341		AIS	U0,ADC		B3203090
0002E6	0A70	342		NHI	U0,X'FF00'	ADJUST TO 256-BYTE BOUNDARY	B3203100
0002E8	2691	343		AAR	U7STARTA,U0	GET NEW START ADR	B3203110
0002EA	07AA	344		AIS	U9CYLN,1	ADD CYL NO BY 1	B3203120
0002EC	07BB	345		XAR	UAHEADN,UAHEADN		B3203130
0002EE	0306	346		XAR	UBSECN,UBSECN		B3203140
		347		BR	U6LOOP		B3203150

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BOOTSTRAP LOADER / ERROR EXITS

0002F0	2411		349	E.1	LIS	U1,1	OS NOT FOUND	B3203170
0002F2	230C		350		BS	ER.XIT		B3203180
0002F4	2412		351	E.2	LIS	U1,2	DISC NOT AVAIL	B3203190
0002F6	230A		352		BS	ER.XIT		B3203200
0002F8	2413		353	E.3	LIS	U1,3	SK NT CMP/DSC NT RDY	B3203210
0002FA	2308		354		BS	ER.XIT		B3203220
0002FC	2414		355	E.4	LIS	U1,4	40MB NT SAFE/NT ON LINE	B3203230
0002FE	2306		356		BS	ER.XIT		B3203240
000300	2415		357	E.5	LIS	U1,5	40MB UNSF/SK INC	B3203250
000302	2304		358		BS	ER.XIT		B3203260
000304	2416		359	E.6	LIS	U1,6	DAT XFR ERR	B3203270
000306	2302		360		BS	ER.XIT		B3203280
000308	2417		361	E.7	LIS	U1,7	OS TO BIG FOR MEMORY	B3203290
00030A	2401		362	ER.XIT	LIS	U0,1		B3203300
00030C	DE0D 0328		363		OC	U0,SHSTOP(UDBIAS)	DISPLAY TO NORMAL MODE	B3203310
000310	9A01		364		WDR	U0,U1		B3203320
000312	DE0D 0328		365		OC	U0,SHSTOP(UDBIAS)	DISPLAY TO NORMAL MODE	B3203330
000316	D1ED 0340		366	ERR.END	LM	UELINK,SAVE(UDBIAS)		B3203340
00031A	D0E0 0078		367		STM	UELINK,X'78'		B3203350
00031E	110F		368		SLLS	U0,15		B3203360
	0000 0320		369	HANGWAIT	EQU	*		B3203370
000320	9510		370		EPSR	U1,U0	ENTER WAIT STATE	B3203380
*000322	2201		371		B	HANGWAIT		B3203390

BOOTSTRAP LOADER / ERROR EXITS

000324		373	CNOP	4		B3203410
000324	0000 0000	374	VERS	DC	0	B3203420
000328	4630	375	SHSTOP	DC	X'4830'	B3203430
	0000 0329	376	SHGORD	EQU	SHSTOP+1	B3203440
	0000 0328	377	CTRESET	EQU	SHSTOP	B3203450
00032A	C1C2	378	CTREAD	DC	X'C1C2'	B3203460
		379	* DISC COMMANDS FOR 2.5-10 AND 40 MB FILES RESPECTIVELY			B3203470
	0000 032B	380	D1SEEK	EQU	CTREAD+1	B3203480
	0000 032B	381	D2SEEK	EQU	D1SEEK	B3203490
00032C	C8C4	382	D2RATTN	DC	X'C8C4'	B3203500
	0000 032D	383	D2RHEAD	EQU	D2RATTN+1	B3203510
00032E	D0E0	384	D2SETCYL	DC	X'D0E0'	B3203520
	0000 032F	385	D2SETHED	EQU	D2SETCYL+1	B3203530
000330	0030	386	SECCYL	DC	H'48'	B3203540
					<= 10	
000332	0190	387		DC	H'400'	B3203542
					40	
000334	0140	388		DC	H'320'	B3203544
					67	
000336	04C0	389		DC	H'1216'	B3203546
					252	
000338	0018	390	SECTRK	DC	H'24'	B3203548
					<= 10	
00033A	0014	391		DC	H'20'	B3203550
					40	
00033C	0040	392		DC	H'64'	B3203552
					67	
00033E	0040	393		DC	H'64'	B3203554
					252	
	0000 0270	394	LENGTH	EQU	**SEGMENT2	B3203570
		395	* VOLUME DESCRIPTOR PARAMETERS INCLUDING OS SIZE AND LOGICAL SECTOR			B3203580
000340		396	CNOP	4		B3203590
	0000 0340	397	SAVE	EQU	*	B3203600
	0000 0347	398	LASTLOC	EQU	SAVE+7	B3203610
	0000 0348	399	OSP	EQU	SAVE+8	B3203620
	0000 034C	400	OSS	EQU	OSP+4	B3203630
	0000 0350	401	VDBUF	EQU	OSS+4	B3203640
	0000 044F	402	VDBUFE	EQU	VDRUF+255	B3203650
	0000 0350	403	VD.VOL	EQU	VDRUF	B3203660
	0000 0354	404	VD.ATRB	EQU	VD.VOL+4	B3203670
	0000 0358	405	VD.FDP	EQU	VD.ATRB+4	B3203680
	0000 035C	406	VD.OSP	EQU	VD.FDP+4	B3203690
	0000 0360	407	VD.OSS	EQU	VD.OSP+4	B3203700
	0000 0364	408	VD.MAP	EQU	VD.OSS+4	B3203710
000340		409	END			B3203720

BOOTSTRAP LOADER / ERROR EXITS

NO ERRORS 3 SQUEZ PASSES

CAL 04-00

ABSTOP	0000	0340						
ADC	0000	0004	224	225	341			
BOOTADR	0000	1000	124	127	128	142	219	226
BOOTLDR	0000	0080						
BOOTSTRP	0000	00A6						
BOOTSTRT	0000	00DE	124					
BOSTRT1	0000	0134	163					
BOTRANGE	0000	00C8	123					
CNV	0000	00D0	124	147	151	155		
COMN1	0000	02B0	318					
COMN2	0000	02B4	321					
CTREAD	0000	032A	325	380				
CTRESET	0000	0328	253					
CTRLA	0000	007C	158					
D1SEEK	0000	032B	264	381				
D2RATTN	0000	032C	280	383				
D2RHEAD	0000	032D	287					
D2SEEK	0000	032B	294					
D2SETCYL	0000	032E	284	385				
D2SETHED	0000	032F	291					
DEVA	0000	007A	159					
DEVCD	0000	007B	161					
DIR	0000	0030						
DIR.ATRB	0000	0024	184					
DIR.BKSZ	0000	0025						
DIR.CSEC	0000	0028						
DIR.DATE	0000	0018						
DIR.EXT	0000	0008	58	191				
DIR.FLBA	0000	000C	212					
DIR.FNM	0000	0000	189					
DIR.INBS	0000	0026						
DIR.KEYS	0000	0014						
DIR.LLBA	0000	0010	213					
DIR.LRCL	0000	0016						
DIR.LUSE	0000	001C						
DIR.RCNT	0000	0022						
DIR.RKEY	0000	0015						
DIR.RSAS	0000	00F4						
DIR.VERS	0000	000B						
DIR.WCNT	0000	0020						
DIR.WKEY	0000	0014						
DIRA.ACB	0000	0003						
DIRA.ACM	0000	0010	185					
DIRA.ALB	0000	0007						
DIRA.ALM	0000	0001						
DKCOMMON	0000	0296	270					
E.1	0000	02F0	203	205				
E.2	0000	02F4	258					
E.3	0000	02F8	268					
E.4	0000	02FC	278					

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APPENDIX 9 (Continued)

BOOTSTRAP LOADER / ERROR EXITS

UCLSECN	0000 000C	169	169	176	198	204	212	214	215	242				
UDBIAS	0000 000D	142	144	147	148	151	152	155	156	167	168	170	171	172
		176	177	178	179	180	193	194	197	198	199	203	204	205
		206	223	228	229	236	237	241	243	245	249	253	258	264
		268	270	278	280	284	287	291	294	300	304	325	326	329
		334	337	363	365	366								
UELINK	0000 000E	138	140	143	144	147	151	155	170	171	172	179	180	184
		189	191	195	212	213	236	237	238	339	366	367		
UF	0000 000F	136	137	139	145	146	148	149	150	152	153	154	156	161
		162	164	165	182	189	219	220	224	226	254	257	259	265
		267	276	277	281	285	288	292	295	297	299	301	302	303
		323	327	335	338									
VD.ATRB	0000 0354	405												
VD.FDP	0000 0358	176	406											
VD.MAP	0000 0364													
VD.OSP	0000 035C	171	407											
VD.OSS	0000 0360	408												
VD.VOL	0000 0350	404												
VDBUF	0000 0350	167	178	180	198	402	403							
VDBUFE	0000 044F	168												
VERS	0000 0324	148	152	156	193									
WAIT10	0000 021E	255												
WAIT11	0000 0238	266												
WAIT12	0000 023C	269												
WAIT15	0000 0222	260												
WAIT21	0000 0258	282												
WAIT22	0000 0262	286												
WAIT23	0000 026A	289												
WAIT24	0000 0274	293												
WAIT25	0000 027C	296												
WAIT26	0000 0280	298												
WAIT31	0000 028C	328												
WAIT32	0000 02D0	336												
XX.000	0000 0152	199												
XX.010	0000 0166	197												
XX.050	0000 018A	186	188	190										
XX.070	0000 019C	177												
XX.100	0000 0182	194												
XX.180	0000 018E	207												

APPENDIX 9 (Continued)

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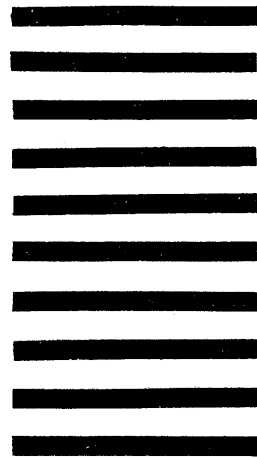
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